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JOHN BROPHY'S OTHER HOME GUARD BOOK.

A HOME GUARD DRILL BOOK & FIELD SERVICE

. . MANUAL . .

By JOHN BROPHY

CONTENTS.

THE USE AND ABUSE OF DRILL, SQUAD
DRILL WITHOUT ARMS, ARMS DRILL,
PLATOON AND COMPANY DRILL, FIELD
OPERATIONS, MAP-READING, HINTS FOR
DRILL INSTRUCTORS, THE AMERICAN RIFLE,
THE BROWNING AUTOMATIC RIFLE OR
LIGHT MACHINE-GUN.

HODDER & STOUGHTON

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A HOME GUARD DRILL BOOK

AND FIELD SERVICE MANUAL

BY

JOHN BROPHY

*Author of "The Five Years ; a history of 1914-1918,"
"Home Guard," etc., etc., Co-editor of "Songs and
Slang of the British Soldier"*

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FOREWORD: THE USE AND ABUSE OF DRILL

THE Home Guard remains a unique military organisation. Its members perform their duties and undergo their training, until a state of acute emergency arises, in their spare time. Although some allowances and compensations are available, they cannot be said to be a paid army: they are producers and taxpayers, as well as soldiers. Obviously they cannot be expected to fulfil the same function in war as full-time troops or to undergo the same training. And the basis of Home Guard organisation is that the unit formations must be not only locally raised but locally used and locally administered. In practice, this means that while general guidance is given by headquarters, a great deal must be left to the commander on the spot.

This Drill Book aims to provide an outline of Squad, Arms, Platoon and Company Drill and Field Operations which can be used to supplement and amplify the training regulations, but in no sense

to replace them. It is hoped that with its aid the old soldier in the Home Guard ranks may bring himself quickly up to date, and the man who has had little or no military training may clear his mind on doubtful points and, by study and practice in his own leisure hours, increase his efficiency and utility, thus saving hard-pressed instructors time and trouble.

Certain criticisms are bound to be offered. Some will urge that Arms Drill and Marching Drill are unnecessary, at least for the Home Guard, that training should be concentrated exclusively on the use of weapons and tactics "in the field." Others will have it that not enough drill is described here, and that the more complicated evolutions of Company and Battalion Drill should be made compulsory for each Home Guard formation. Discreet inquiries have shewn that these two extremes are being followed in different parts of the country, sometimes in different parts of the same area. Some units pride themselves on being able to turn out as smart and slick as regulars "on the square," while in others the whole emphasis is laid on guard duties, patrols and field exercises, and the chief grumble among the old soldiers is that they never get a chance to show how they can throw a rifle about and "jump to it" at the word of command. If criticism comes from the upholders of both these extremes it will surely be some measure of the

success of this book in finding a practicable middle way.

Smart and correct drill is by no means irreconcilable to active service efficiency, as the British Army has more than once demonstrated. At the same time, it is notorious that men may be over-drilled or drilled unintelligently, until their spirits revolt. But the fact that drill may be abused should not blind an impartial inquirer to its genuine usefulness. In the first place, it is a pleasurable exercise. Provided there is no bully-ragging and no monotonous repetition, it is great fun to carry out words of command in perfect time with a number of other men. And in such circumstances it must be conceded that drill possesses the psychological virtues claimed for it in Army manuals: it teaches the soldier the value of discipline and prompt obedience, and enhances his self-respect and self-confidence. The body has many subtle interactions on the mind, and when the Home Guardsman grows expert in handling himself and his weapons he undoubtedly acquires a new outlook on his job.

This is to look on drill as an end in itself. As such it has its advantages. But there is a danger that a few enthusiastic commanders may lose their sense of proportion over drill, and forget that it is, in present day conditions, chiefly an elementary, though essential, means to perfecting the soldier for his task in war. A little drill, well planned,

well spaced out in time, but done thoroughly, is surely what the Home Guard requires; and a careful course should be steered between parade ground maniacs and those commanders who (possibly because their own experience has been specialist and apart from infantry routine) are tempted to brush aside drill as unnecessary and out of date. The Squad Drill and Arms Drill instructions given in this book can be learned thoroughly in a month or two, using only spare time. When that has been done the Home Guardsman will have his soldiering on a firm and useful foundation, and he will find himself more at ease, and more confident, as he proceeds to training more obviously warlike. Platoon Drill and Company Drill have been kept here to a minimum because they are not suitable for all Home Guard formations, and whether they are to be taught or not must be left to the discretion of the local commander.

As fire-power has increased and methods of warfare changed the basic drill training of the British Army has changed also, perhaps not so swiftly as some would have wished. But at least the changes are nearly all in the direction of simplifying movements, cutting out elaboration and ceremonial usages, and above all in the attitude of the instructor and commander to the men under his control. Two centuries ago, and perhaps even more recently, men who joined the Army were

regarded as *ipso facto* desperate characters. Discipline was severe and the hall-mark of a good soldier was unreasoning obedience rather than intelligence. Starting from this point of view, it was not surprising that commanders and instructors should have cultivated the habit of shouting at their men, abusing them, and punishing every error or delinquency immediately and severely. As many can testify, this attitude was by no means a thing of the past when Great Britain raised her first citizen army in 1914, although even then the tide was flowing the other way. Human nature being imperfect, it is not likely that there are no good grounds for grumbling to-day, but at least the atmosphere has changed. Neither officers nor drill sergeants regard their men as targets for abuse, and every opportunity is taken to give a reasonable, and not merely a stereotyped explanation for orders. A soldier is encouraged to become and remain a self-respecting and self-reliant individual, so far as self-reliance is compatible with the efficiency of the whole military community to which he belongs. He must obey orders, but the orders are framed reasonably and intelligibly. The social gap of privilege between commanders and those in the ranks is everywhere diminished, so that the general tendency is for the private soldier no longer to be regarded as the unindividualised bottom dog on whom all the displeasures and errors of his superiors must

fall, but as someone with a valuable life of his own, whose intelligence is of value for the common good.

It is to this end that drill has been simplified and shorn of many of its antiquated complexities. Nevertheless, it is not yet perfect, and several valid criticisms can be made. The movements set out in this book conform in detail to those used at the present day in the Army. To some of them, notably Pile and Unpile Arms, and Bayonet Drill, brief critical notes have been appended, in italics. Improvements have been made, but others are called for. In particular, the About Turn at the Halt seems an impracticable and unsteady movement, which could be better made in three paces. And the About Turn on the March starts the soldier stepping out again with the *right* foot, while for every other purpose he is trained to start with the left foot. Again, when a rank makes a wheel, the inside man, instead of turning "on his own ground," as he used to do in 1914-18, now marches like a geometrician through "a quarter of the circumference of a circle." Such an "improvement" seems a retrogression. But this is the way drill is done to-day, and on the whole it is pretty good. Every man in the Home Guard ought to gain both profit and pleasure from practising it.

Drill is to be regarded as a preliminary, like rifle practice on ranges, to training for actual warfare,

which is a subject nowadays demanding elaborate and protracted study. Fortunately the higher authorities have early realised that, if only for lack of time, the Home Guard as a field force must work within strict limitations. Its duties are observation and reporting first of all, and then a planned and effective local resistance which, in favourable circumstances, may mean taking a local offensive against the enemy. The general aspect of the task entrusted to the Home Guard is considered in the companion volume to this, *Home Guard*, together with more specific duties (especially in combating air-borne invasion), the working and use of the rifle and other weapons, ambushes, road-blocks and anti-tank warfare generally. And in Chapter IV of this book will be found a full discussion of other aspects of Field Operations which have been more recently allocated to the Home Guard, under the headings "Movement under Fire," "Patrols" (both reconnoitring and fighting), "Sentry Duties," "Field Signals," "Movement by Night," "March Discipline" and "Map-reading." When he has mastered all these subjects the Home Guardsman can feel that he is well on top of his job.

Finally, the Appendix provides notes (a) on the conduct of instructors in charge of drill parades, (b) on the new American rifle, (c) on the Browning automatic rifle or light machine-gun.

CHAPTER I

SQUAD DRILL WITHOUT ARMS

THE Army moves, on its feet, at three regulation speeds. These are (1) *Quick Time*: the ordinary marching step used on parade and also on the road, where, in practice, it becomes a little slower and achieves an easier, more natural rhythm. (2) *Double Time*: a steady trot with arms bent at the elbows and body leaning slightly forward. (3) *Slow Time*: which is more deliberate and needs a pause and a poise with each movement of the foot. *Slow Time* is used in the Army in the early instruction of recruits and for certain ceremonial occasions. For Home Guard purposes only *Quick Time* and *Double Time* are needed.

In this chapter (and in Chapter II: Arms Drill) the heading in heavier type indicates the name of the movement, and is immediately followed by the appropriate words of command, with a hyphen to indicate the pause before the operative word (on which the command is to be carried out) is spoken.

These words of command are printed in small capital letters between inverted commas.

The word "Squad" is used here as the cautionary expression, calling the men to attend to the command which follows. It is appropriate to any small body of troops called together for drill, parade, fatigue (work), or any other purpose. As the Home Guardsman progresses under instruction he will find it replaced on suitable occasions by "Parade," or "Platoon," or "Company" or, in cities, "Battalion."

FALLING IN

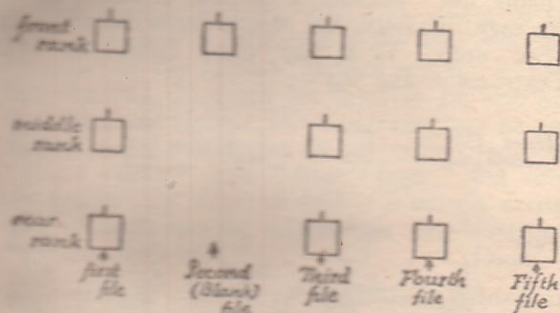
"SQUAD - FALL IN!"

"Fall in" is the Army's way of saying: "Line up in the regulation manner for parade." In older days it was often varied by hard-bitten non-commissioned officers to "Get fell in there!" but with the spread of education this pleasing usage has probably disappeared.

Falling in is now done in "Threes in Line," thus cutting out the ballet steps necessary to turn two ranks into fours. Threes have been adopted to enable bodies of troops to move comfortably along roads without crowding together and without obstructing traffic more than is absolutely necessary. Only if there are less than ten men on parade will they fall in "two deep."

SQUAD DRILL WITHOUT ARMS 17

Here are some useful definitions. A number of men forming up on the right or left of another man to make a straight line is known as a *rank*. When men fall in in threes there is a front rank, a second or middle rank, and a third or rear rank.



Note: The line added to the Square shows which way man is facing.

SQUAD WITH BLANK FILE FALLEN IN THREES IN LINE
DIAGRAM A

Thus in a platoon of a hundred men there will be one rank numbering thirty-four, and two each numbering thirty-three. Men formed up one behind another constitute a *file*. In "Threes in Line" each file consists of three men: if there is

one short to make up the quota, the "blank file" will be of two men, one in the front rank, one in the rear rank. If there are two short, the "blank file" will consist of one man, who takes his place in the front rank. "In "Threes in Line" the "blank file," whether it consists of one man or two men, is always the second from the left. In "two deep," it is the third from the left. (Diagrams A and B.)

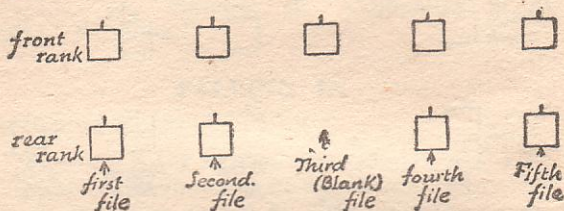


DIAGRAM B

SQUAD OF NINE MEN FALLEN IN TWO DEEP
Note Position of Blank File

Dressing is the movement by which each rank sorts itself into a perfectly straight line. On falling-in, the right hand man in the front rank stands fast and looks to his front. He acts as the guide by which the others achieve correct dressing. This is done by each man—in the front rank only—extending his right hand, back uppermost,

clenched, so that the knuckles just touch the shoulder of the man on his right. At the same time, each man turns his head and eyes to the right, not poking his head forward, and moves his feet in short, quick, shuffling steps till he is just able to see the lower part of the face of the next man but one. The body is kept upright and the shoulders square to the front. As soon as each man in the front rank has extended to the correct distance and put himself into dressing, he drops his hand to his side and faces his front again. The movement may be performed in two motions on the successive commands "Right - dress" and "Eyes - front," but after the preliminary stages of drill it is usually carried out without specific orders on the command "Squad - Fall in."

Covering or *covering off* is similarly carried out with short, quick, shuffling steps, but the second and rear ranks do not raise their right arms or turn their heads. Instead they cover off by moving right or left and using their judgment to ensure that each stands immediately behind the man in front.

The distance between ranks should be 30 inches, i.e. one normal marching space.

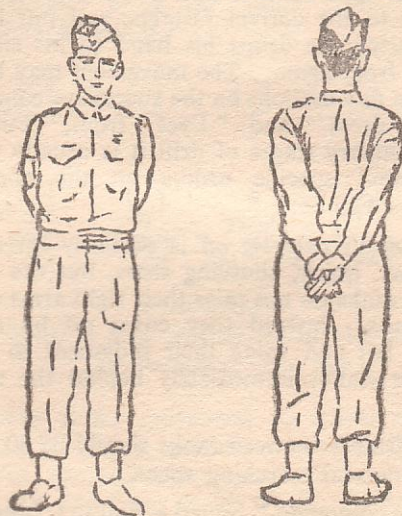
On the command "Squad - Fall-in!" therefore, the men will assemble in Threes in Line, and immediately dress and cover off as described above.

As soon as each man is in the correct position he adopts the posture known as Stand Easy.

STAND AT EASE

"SQUAD! STAND AT - EASE!"

The left foot is moved about twelve inches to the left, so that the weight of the body is distributed



STAND AT EASE
DIAGRAM C

evenly between the two feet. At the same time the hands are placed behind the back, palms facing backwards, and the arms are forced down to their full extent so that the shoulders are braced. The hands should be interlocked so that the palm of the left hand holds the back of the right hand firmly between finger and thumb. The legs should be kept braced and straight. Thus the position is comfortable but alert. (Diagram C.)

STAND EASY

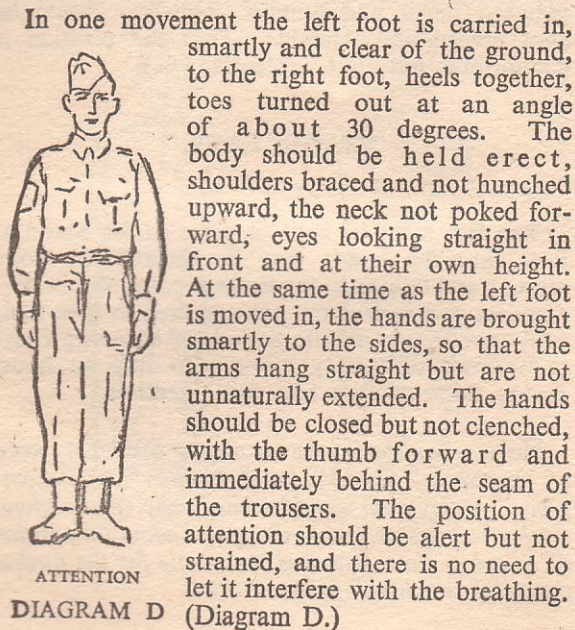
"SQUAD! STAND - EASY!"

The feet must be kept in place as for Stand at Ease, but the hands may be moved, the body relaxed, and talking in the ranks is permitted. Commanders and instructors are expected to give their men one- or two-minute periods of Standing Easy, at intervals of twenty minutes to half an hour, during most parades and drill exercises.

NOTE.—On hearing the warning or cautionary word of command "Squad" (or "Platoon" or "Company") every man should immediately, and without further instruction, cease talking and adopt the position of Stand at Ease, listening attentively for the further command which will follow.

ATTENTION

"SQUAD! ATTEN - TION!" (OR "SQUAD! - SHUN!")



In one movement the left foot is carried in, smartly and clear of the ground, to the right foot, heels together, toes turned out at an angle of about 30 degrees. The body should be held erect, shoulders braced and not hunched upward, the neck not poked forward, eyes looking straight in front and at their own height. At the same time as the left foot is moved in, the hands are brought smartly to the sides, so that the arms hang straight but are not unnaturally extended. The hands should be closed but not clenched, with the thumb forward and immediately behind the seam of the trousers. The position of attention should be alert but not strained, and there is no need to let it interfere with the breathing. (Diagram D.)

FORWARD MARCH

"THE SQUAD WILL ADVANCE! FORWARD - MARCH!"

The first pace forward will always be taken with the left foot. At the same time the right arm will swing upwards. It is most important that each man in every rank and file should take a full pace forward on hearing the operative word "March!" There is a natural tendency not to move, or to take a shortened pace, until the man immediately in front has moved, but this produces untidy differences in pace, and ground lost at the beginning of a movement has to be made up with unseemly haste. If each man learns from the first that he can and should take the full first pace forward without danger of collisions no unsightly gaps should occur.

In Quick Time the regulation pace is 30 inches. (In Double Time it is 40 inches: both measurements are, of course, approximations or averages.) The regulations state that one hundred yards, i.e. 120 paces, should be covered in Quick Time each minute. On the march this means 3 miles 720 yards in an hour, but this does not allow for the hourly period of rest. In active service conditions the rate of progress on the march will be found to vary considerably with the conditions and the

needs of the moment. In Double Time the regulation speed is 200 yards a minute, equal to 180 Double Time paces.

On the March in Quick Time the head and body should be kept upright, and the arms swung naturally to and fro, more or less straight but not stiff, from the shoulder. The hands, which should not be swung inwards across the body, come up about as high as the waist in front and rear. They should be kept closed but not clenched. The right arm should come up and forward as the left foot is advanced, and vice versa: this is the natural way of walking which balances the body evenly, and it may seem unnecessary to define it, but it has been found in practice that quite a number of men, acting on the assumption, no doubt, that drill is an artificial activity, tend to try to move arms and legs camel-wise, with disastrous results. The legs should move from the hips, and the knees should be bent only sufficiently to enable the feet to clear the ground easily. The toes should be turned outwards no more than is natural, and the foot should not be checked or drawn back just before it touches the ground, as this produces a jerky motion and strains the legs.

In the early stages of squad drill recruits should be taught to march straight by each man fixing his eyes on some object, at any distance from fifty

yards to a quarter of a mile, straight in front of him, and keeping it steadily in view. With each change of direction he should at once select a new object to march upon. In more advanced drill, the man at the extreme right or left flank as named by the commander or instructor ("Dress by the left! (or right)") marches on an object in this way: the others who are in line with him take a swift glance from time to time towards the flank to ensure that they are keeping dressing, and those behind cover off the men in front as they march.

HALT

"SQUAD! - HALT!"

The left foot completes the full pace it is making and the right foot is brought sharply alongside it. Both arms come to the sides, thus achieving the position of Attention. If the words of command are given correctly, and the above instructions carried out, there should be no rocking to and fro or swaying from side to side in the ranks.

MARK TIME

"SQUAD! MARK - TIME!"

In this movement the men keep lifting their feet in the same Quick Time tempo but without advancing after the operative word of command ("Time") has been spoken. The foot which is swinging

forward completes its full pace, and after that each foot is raised alternately. The foot should be lifted about six inches, the sole of the boot kept parallel to the ground at the top of the lift, the knees raised to the front and not to the side. The arms are kept at the sides and the body is held steady.

ADVANCE AFTER MARKING TIME

"SQUAD! FOR - WARD!"

The foot which is raised is put to the ground without advancing and the other foot takes the first step forward, a full pace of 30 inches.

NOTE.—*The commands "Squad! Halt!" and "Squad! For - ward!" may be given while the men are moving in Double Time. In this case, the Marking Time is done at the tempo of Double Time, with elbows bent, and the Advance is resumed also at that speed. After a squad has been halted, however, the advance will be in Quick Time, unless Double Time is specifically ordered (see "Forward March" above).*

DOUBLE TIME

"THE SQUAD WILL BREAK INTO DOUBLE TIME - DOUBLE!"

The foot in motion completes its full pace in Quick Time, and, as the other foot comes forward,

the elbows are bent, the body leans slightly forward, and the longer pace and quicker motion is adopted.

QUICK TIME FROM THE DOUBLE

"THE SQUAD WILL BREAK INTO QUICK TIME! QUICK - MARCH!"

Again the foot in motion completes its pace, then the arms straighten, the body leans back, and the other foot reduces its pace to the length required for Quick Time.

NOTE.—*After preliminary instructions, the cautionary phrases "The Squad will break," etc., etc., may be omitted.*

CHANGE STEP

"SQUAD! CHANGE - STEP!"

On the march one man may find himself putting his right foot to the ground when the others are putting down their left feet. This is known as being Out of Step. He should correct the error himself as soon as he is aware of it or he may be ordered to do so by name or by reference to his place in the formation, thus "Smith, change step!" or "Right hand man in the third rank from the front, change step." The operation is taught to a whole squad by the words of command

given above. On the word "Step," the foot moving forward completes its pace and is retained in position for the duration of a pace, whether in Quick or Double Time, while the other foot is brought up behind it so that the toe touches or almost touches, on the outside, the heel of the advanced foot, which then takes a full step forward. Two suc-



CHANGE STEP
DIAGRAM E

cessive steps are taken by the same foot, the interval of time being filled by the bringing up of the other foot. (Diagram E).

CHANGE STEP WHILE MARKING TIME

"SQUAD ! CHANGE - STEP !"

This is even simpler. The foot which is raised when the word "Step" is spoken is put to the ground and then raised again, thus marking two successive beats.

NOTE.—The Commander or Instructor should allow the briefest pause between "Change" and "Step." The two words should be spoken in time with the successive beats of alternate feet.

THE SIDE STEP

"SQUAD ! RIGHT (OR LEFT) CLOSE - MARCH !" or
"SQUAD ! ONE (OR TWO OR THREE OR FOUR) PACES
RIGHT (OR LEFT) CLOSE - MARCH !"

This is used to move a formation a short distance to the right or left, usually to allow another formation to come into place. Each man moves his right foot (in the Right Close: reverse for Left Close) 12 inches to the right, and smartly moves his left foot into it, and so continues till the specified number of paces (which should not exceed four) is completed, or until he hears the word of command "Halt !" Shoulders should be kept square to the front.

STEPPING BACK

"SQUAD ! ONE (OR TWO OR THREE OR FOUR) PACES
STEP BACK - MARCH !"

Each man steps back in Quick Time the required number of paces, each of 30 inches. Shoulders should be square to the front, arms at the side, and the last pace should be completed by bringing the heels together in the position of Attention. The first pace is always taken with the left foot.

NOTE.—Stepping back should be done only from the Halt, and should never exceed four paces.

TURNING AT THE HALT

"SQUAD ! RIGHT - TURN !"

This is a movement which can best be taught "by numbers," i.e. it is divided into parts (here two parts) each of which is carried out as the instructor gives the word of command "One" or "Two" or "Three."

One.—The body, kept erect and with knees straight, is turned to the right, pivoting on the right heel and left toe. The left heel and right toe are slightly raised, but the sole of the right foot, as soon as the turn is complete, is rested flat on the ground, to take the weight of the body.

Two.—The left foot is brought sharply up alongside the right, and the man now stands at Attention facing a new direction ninety degrees to the right of where he faced previously.

For "Left Turn," reverse "right" and "left" in the above directions.

NOTE.—When each man in a squad formed up in Threes in Line turns to right or left, the squad automatically alters its formation to Column of Threes. Column of Route for marching on roads is the same except that commanders and other officers do not move at the side but in front or in rear of the threes, i.e. the column is never more than three men wide.

TURNING ABOUT AT THE HALT

"SQUAD ! ABOUT - TURN !"

This movement results in the whole squad facing a direction directly opposite to the one it faced before the order was given. The "About Turn" is also taught "by numbers."

One.—The body is turned completely round in one continuous, swift movement, pivoting on the right heel and left toe, so that the turn is made to the right or clockwise. The right toe and left heel must be raised clear of the ground, but it is essential to keep a firm grip with the right heel. Shoulders should be kept square, head erect, and body steady: this last is difficult to achieve, and the recommended device is to "interlock the thighs." The right foot should take the weight of the body.

Two.—The left foot is brought smartly up to the right and the man stands firm in the position of Attention.

INCLINING AT THE HALT

"SQUAD ! RIGHT (OR LEFT) IN - CLINE !"

An Incline is a change of direction to half the extent of a Turn, i.e. 45 degrees. Otherwise the instructions are the same as for the Right or Left Turn.

TURNING ON THE MARCH

"SQUAD! RIGHT - TURN!"

On the word "Turn" the left foot is checked or shortened as it swings forward so that it reaches the ground just in front of the other foot, and is then used as a pivot, while the other (right) foot takes a full pace of 30 inches (40 inches for Double Time) in the new direction.

For the Left Turn reverse "left" and "right" in the above directions.

NOTE.—*The turn on the march must always be made pivoting on the foot not named in the words of command, i.e. Right Turn pivoting on the left foot and vice versa.*

INCLINING ON THE MARCH

"SQUAD! RIGHT IN - CLINE!"

Exactly as for Turning on the March, but the pivoting should be only to an angle of 45 degrees.

TURNING ABOUT ON THE MARCH

"SQUAD! ABOUT - TURN!"

The right foot completes its pace, and the turn is commenced with the left foot. Including this first (left foot) step, the about turn is carried out in three steps, rather like marking time, but bringing

the body round to face in exactly the opposite direction. The fourth pace is a full one (30 inches in Quick Time) and is made with the right foot.

NOTE.—*Where a squad has a blank file consisting of one man he will mark time three full paces on the word "About," so that he gains his position in the new front rank as the turn is completed.*

CHANGING DIRECTION BY DIAGONAL MARCH

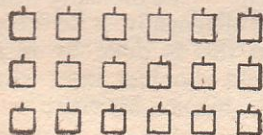
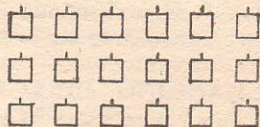
"SQUAD! DIAGONAL MARCH! RIGHT IN - CLINE!"

This is the Incline normally used when the squad is not in column of threes but in three successive ranks each of approximately the same number of men (allowing for blank files) from four to twenty, thirty or more. Each man will immediately make a half-turn, pivoting on the left foot, as described in "Inclining on the March" and "Turning on the March." The difficulty with long lines of men moving diagonally is to keep alignment or dressing, and this is done by each man marching with his right shoulder level with the middle of the back of the man on his right.

For the "Diagonal March, Left In - cline," reverse "left" and "right" in these directions. (Diagram F.)

NOTE.—*For Instructors. To make a second incline in the same direction the command is "Squad!*

Right In - cline !” but if the next incline is to the Left, the command should be : “ The Squad will Advance. Left In - cline !” This is because the original direction of the march is being resumed.



“ DIAGONAL MARCH, RIGHT IN - CLINE !”

followed by

“ THE SQUAD WILL ADVANCE, LEFT IN - CLINE !”

DIAGRAM F

CHANGING DIRECTION BY WHEELING

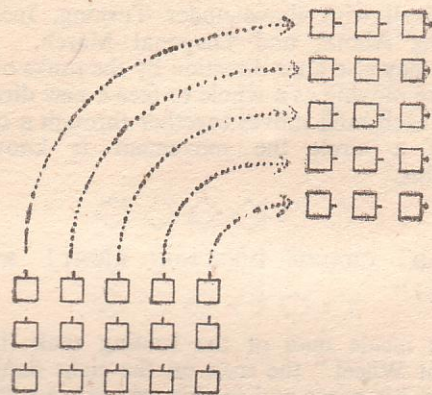
A squad may alter the direction of its march by each man separately taking a new line. This has been dealt with above under Turning, Inclining, Turning About, and Diagonal March. But a squad may also alter direction by the ranks of three or more moving as a whole to face a new direction. When each rank moves together through a quarter arc of a circle the movement is known as Wheeling.

“ SQUAD ! CHANGE DIRECTION RIGHT ! RIGHT - WHEEL !”

The inside man of the leading rank (i.e. for “ Right Wheel ” the man on the right flank) will shorten his paces and in this way move round “ a quarter of the circumference of a circle having a radius of three feet.” He moves in this way to the right, and his stepping short enables the other two men in the front rank to keep in alignment with him as they wheel round. As soon as the front rank has completed its wheel of ninety degrees, it leads off in the new direction. The other ranks follow, making their wheels on exactly the same ground as that used by the leading rank, and

keeping dressing and correct distance behind the rank in front, as well as covering off. (Diagram G.)

For "Left Wheel" reverse terms as before.



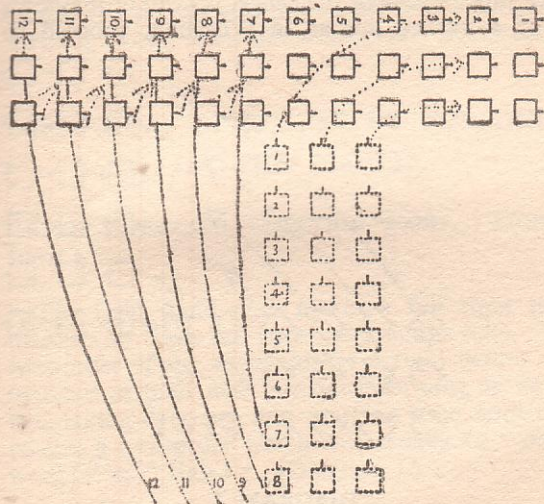
"CHANGE DIRECTION RIGHT, RIGHT - WHEEL!"

DIAGRAM G

"REAR FILES - COVER!"

If the command to halt or to mark time is given to a squad marching in column of threes, before some of the rear ranks have completed the wheel,

these ranks will march by the shortest route to their correct places, covering off behind the ranks which have completed the wheel. This tidying up movement is usually carried out to the supplementary order given above. (Diagram H.)



"REAR FILES COVER!"

DIAGRAM H

CHANGING DIRECTION BY FORMING. AT THE HALT

"SQUAD! CHANGE DIRECTION RIGHT. RIGHT - FORM!"

In this movement the ranks, instead of marching along a curved line as in Wheeling, proceed by

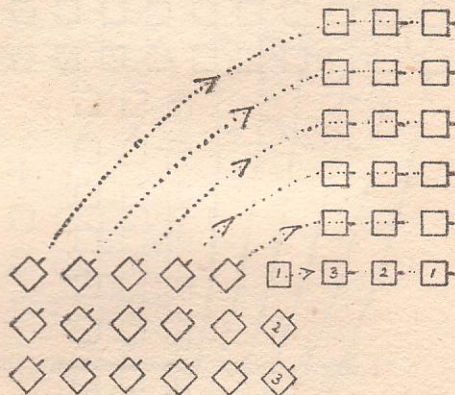


DIAGRAM I

"CHANGE DIRECTION RIGHT, RIGHT FORM"

Either at the halt or on the March.

Note: the Direction taken by the men on the right flank in the middle and rear ranks

the shortest route to their new positions. The right hand man takes a full turn to the right, and the remainder of the *front rank* a half turn to the right. On the further command "Quick - March!" the right hand man takes three paces forward and halts. The remainder of the squad marches at a right incline to take up position on his left, halting and dressing as they come into alignment. (Diagram I.)

CHANGING DIRECTION BY FORMING. ON THE MARCH

"SQUAD! CHANGE DIRECTION RIGHT. RIGHT - FORM!"

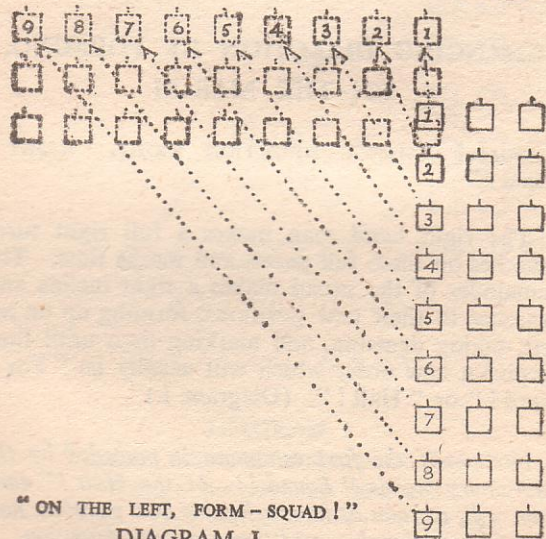
The right hand man makes a full right turn, marches on three full paces, and marks time. The remainder of the squad makes a right incline and marches to their new positions, forming up on his left, taking dressing, and marking time until they receive a new order which will usually be "Forward!" or "Halt!" (Diagram I.)

NOTE.—If the first command is preceded by the cautionary words "Squad! At the Halt!" each man will, as soon as he reaches his new position, halt and take up dressing, and then stand to Attention.

CHANGING FORMATION. COLUMN OF THREES TO SQUAD

"SQUAD! ON THE LEFT, FORM - SQUAD."

The squad is moving forward in column of threes, and is to proceed in the same direction but as three successive ranks. On the last word of the



command the *left* hand man of the leading three will march forward three full paces and mark time. (The remainder of the squad march at a *left* incline.) The file of men who have been covering off behind him form up as a line on his left. The centre file of the threes then becomes the second rank of the squad in its new formation of three successive ranks, and the right hand file becomes the rear rank. Each man marks time as he comes into place, until the squad receives a further order. (Diagram J.)

NOTE.—If the first command is preceded by the cautionary words "*At the Halt,*" the leading man will halt after making his three paces forward, and the remainder of the squad will halt and take up dressing as they come into alignment.

For Left Form reverse "right" and "left" in the directions above.

DISMISSING

"SQUAD! DIS - MISS!"

The squad will make a right turn, salute (if an officer is present) without turning head or eyes, and after a pause (equal to four paces in Quick Time) break ranks quietly and march informally but smartly off the parade ground.

CHAPTER II

ARMS DRILL

FOR Home Guard purposes Arms Drill means exercises with the rifle. Ceremonial uses of the rifle (except the Present Arms, a salute to officers of the rank of major or higher which affords excellent practice in the easy handling of the rifle) will not be treated here. Instruction in Arms Drill should always be combined with instruction in the care of arms, including cleaning and examination of mechanism, and practice in aiming and firing.* The purpose of Arms Drill is to teach men to move with their rifles in an orderly and economical way and to handle their weapons with expert ease.

Concerning all the exercises which follow, it should be taken as read that, when marching, the disengaged arm should be allowed to swing freely,

* For information on the use and mechanism of the rifle, as well as the Bren, Thompson and Lewis Gun, and the Hand Grenade, see *Home Guard* by John Brophy.

as in Squad Drill without Arms, and that when the rifle is being moved in the course of an exercise the head should be kept upright and steady unless specific instructions are given to the contrary. Most of these exercises can be performed on the march, and in that event each part of the movement is carried out as the left foot meets the ground. Arms Drill at the Halt is done at the rate of one second for each "motion" or part of a complete movement, with a slight but deliberate pause between motions.

ORDER ARMS

"SQUAD! ORDER - ARMS!"

This, or Slope Arms, is the normal position of attention when rifles are carried. It will be adopted when Falling-in, until the dressing and covering off is completed, after which the men Stand at Ease and then Stand Easy. But note that when dressing the front rank extends the *left* arm and not the right to take distance from the man on the *left*.

For Order Arms the man stands exactly in the position of Attention for Squad Drill without Arms except that he holds his rifle at his right side, perpendicular, the butt plate on the ground, its toe (or front) in line with the toe of his right boot. He holds the rifle with his right hand (his arm



THE ORDER
DIAGRAM K

is a slightly more comfortable position than the Order Arms. It does not mean relaxation of alertness. (Diagram L.)

slightly bent) at or near the band, the back of his hand to the right, his fingers together and pointing downwards along the stock of the rifle, his thumb against his thigh. The trigger-guard faces the front, and forearm and rifle should be close to the body. (Diagram K.)

STAND AT EASE

“SQUAD! STAND AT - EASE!”

The left foot is moved about twelve inches to the left, clear of the ground, so that both feet take the weight of the body. At the same time the upper part of the rifle is pushed forward with the right hand until the right arm is straight. The toe of the butt remains in position alongside the toe of the right boot, and the left arm by the side. This



Front view



Side view

STAND AT EASE

DIAGRAM L

STAND EASY

“SQUAD! STAND - EASY!”

The right hand is slid up the rifle to the piling swivel, and thereafter the men are free to talk and

to behave as in the Stand Easy for Squad Drill without Arms.

NOTE.—As soon as the Commander or Instructor speaks the cautionary word of command "Squad" the men should slide their hands down their rifles, thus adopting the position of Stand at Ease, and remain alert for further orders. From Stand at Ease they may be brought to the Order Arms position by the command, "Squad! Attention!"

THE SHORT TRAIL

"SQUAD! SHORT TRAIL — ARMS!"

The rifle is held perpendicular as in the Order, but lifted about three inches clear of the ground. This movement is sometimes ordered when troops are to be moved a short distance or are ordered to take up a new position, as "At the Short Trail, etc., etc."

SLOPE ARMS (FROM THE ORDER)

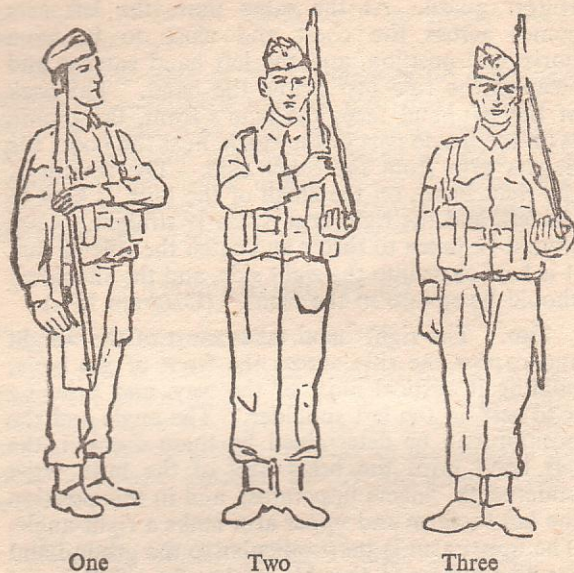
"SQUAD! SLOPE — ARMS!"

This movement is performed in three motions, which are usually practised by numbers.

One. The rifle is canted or thrown upwards almost vertically at the right side. The right hand then releases its grip and catches the rifle again, this time at the small of the butt, just behind the

trigger guard. At the same time, the left arm comes across the chest and close to it, in a horizontal position, and the left hand catches and steadies the rifle just below the band. The back of the left hand faces the man's front, the thumb is on the inside part of the stock, next the body, the fingers grip from the other side. The thumb of the right hand, on the small of the butt, is kept to the left, and the right arm is nearly straight. Care should be taken to throw and catch the rifle so that it is held close into the right side, and the shoulders should be square to the front. (Diagram M1.)

Two. The right hand takes most of the weight and carries the rifle across the front of the body, holding it vertical most of the way, and bringing it to rest on the left shoulder. The angle and the position can be determined by these checks: the left hand grips the brass heel of the butt, wrist underneath, fingers uppermost, and in this position the left forearm and upper arm make a right-angle. The upper arm is perpendicular to the ground and the elbow close to the side so that the rifle (viewed from the front) makes a line parallel to the line between the man's nose and where his heels touch. Any tendency to move the muzzle to right or left out of this line should be corrected by moving the butt nearer or closer to the body. The right hand is retained on the small of the butt and, as soon as the rifle rests on the shoulder the fingers may be



SLOPE FROM THE ORDER

DIAGRAM M

straightened. In this movement it is important to avoid any swaying of the shoulders or moving of the head. (Diagram M2.)

Three. The right hand is "cut away" sharply to the side, in the normal attention position. (Diagram M3.)

NOTE.—The American rifles with which many Home Guard units are equipped are not altogether comfortable at the slope, and on the march, as apart from drill movements, it may be a good idea to carry them as American soldiers carry them, i.e. at the normal slope but with the toe of the butt pointing to the ground and the sights uppermost. The improvement in balance and comfort is astonishing.

ORDER ARMS (FROM THE SLOPE)

"SQUAD! ORDER — ARMS!"

Three motions again.

One. With a firm grip of the left hand on the butt, pull the rifle straight down at the left side, till the left arm is fully extended. The right hand comes horizontally across the chest to steady the rifle near the band. (Diagram N1.)

Two. The right hand now takes the weight and carries the rifle across the body to the Short Trail position, i.e. vertical at the right side, butt about three inches above the ground. The only difference is that the left hand steadies it near the muzzle. (Diagram N2.)

Three. The rifle is lowered, under control and without noise, and the left hand is "cut away" to the side. This is the Order Arms position. (Diagram K.)



One Two
ORDER FROM THE SLOPE
DIAGRAM N

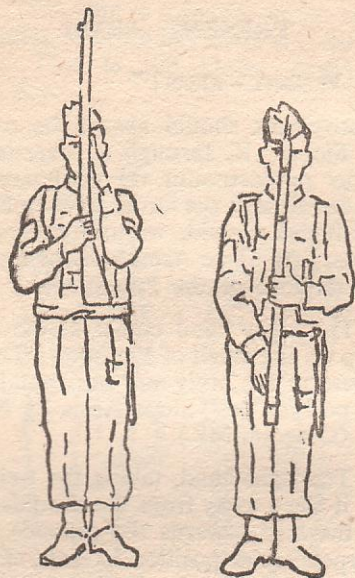
PRESENT ARMS

"SQUAD ! PRESENT - ARMS !"

This movement should always be carried out from the Slope. If, through an oversight of the Commander or Instructor the command is given while the Squad is at the Order or even Standing at Ease, the Squad should, without delay or further instructions, first Slope Arms and then go through the three motions of the Present.

One. The right hand comes across and takes a firm grip on the small of the butt. The forearm is kept close to the body and horizontal. This is the same position as "Slope Arms by Numbers - Two !" (Diagram M2.)

Two. The right hand, taking the weight of the rifle, lifts it clean away from the shoulder (without lowering the butt towards the ground) and holds it in a perpendicular position in front of the body, trigger-guard pointing to the left. At the same time, the left hand, with fingers and thumb extended and close together, is clapped to the stock so that the forearm lies along it, the wrist is near the magazine, and the fingers point upwards. The thumb should be in line with the mouth, and both the right elbow and the butt as near to the body as is comfortable. (Diagram O1.)



Two
Three
PRESENT FROM THE SLOPE
DIAGRAM O

Three. The right hand still takes the weight and brings the rifle down, perpendicular, in front of the centre of the body, holding it about three

inches away from the chest and belly, and turning the trigger-guard to the front. The right arm should be at its full extent, and the fingers of the right hand should slant downwards and be held together on the small of the butt. The left hand releases its grip and then meets the rifle again (as it slides down and is turned) at or near the band, gripping outside the sling with the thumb pointing upwards. At the same time, the right foot is lifted slightly and placed so that the inner side comes against and behind the left heel. Once this position is achieved it will be found more comfortable and steady to let the left hand take most of the weight of the rifle and use the right hand chiefly for steadying. (Diagram O2.)

SLOPE ARMS (FROM THE PRESENT)

“SQUAD! SLOPE – ARMS!”

Two motions only.

One. Take the weight with the right hand, carry the rifle up to rest on the left shoulder, the left hand moving to take grip on the butt, as in the second motion of the Slope Arms from the Order. At the same time, the right foot is brought forward into the normal Attention position beside the left. (Diagram M2.)

Two. The right hand is moved smartly away to the right side. (Diagram M3.)

TRAIL ARMS (FROM THE ORDER)

"SQUAD! TRAIL - ARMS!"

One motion only is necessary. Taking a firm grip with the right hand, throw the rifle up and slightly forward, releasing the grip and catching the rifle again at the point of balance. Lower it immediately again to a horizontal position at the full extent of the right arm. Fingers and thumb should grip round the stock from above. (Diagram P.)

ORDER ARMS (FROM THE TRAIL)

"SQUAD! ORDER - ARMS!"

Using fingers and wrist, impel the rifle so that the butt drops and the muzzle rises. Let the stock slide through the fingers and tighten the grip again at the band, and so come to the position of Order Arms. (Diagram K.)

TRAIL ARMS (FROM THE SLOPE)

"SQUAD! TRAIL - ARMS!"

One. The rifle is retained on the left shoulder but the right hand comes across and grips it at the point of balance. This means that the arm must come well across the chest and round the throat,

and it is important not to alter the position of the shoulders and head. (Diagram Q.)



TRAIL ARMS FROM THE ORDER
DIAGRAM P



One
TRAIL ARMS FROM
THE SLOPE
DIAGRAM Q

Two. Lower the rifle to a horizontal position at the right side, and at the same time "cut away" the left hand to the side. (Diagram M3.)

SLOPE ARMS (FROM THE TRAIL)

"SQUAD! SLOPE-ARMS!"

One. The right hand takes the weight during this motion, lifting the rifle to position on the left shoulder. At the same time, the left hand grips the butt from underneath, fingers uppermost. (Diagram Q.)

Two. The right hand is "cut away" to the side. (Diagram M3.)

NOTE.—The Trail is used for formal drill only by Rifle and Light Infantry Regiments. All regiments, however, use it in the field when they move in groups of sections or similar formations and in Extended Order. It is prescribed for the Home Guard. In practice it will be found that the American rifle does not balance easily at the Trail even when the grip is placed a little further back, over the fore-end of the breech and the built-in magazine. Thus the Trail is likely to be fatiguing and commanders might well consider using the Port and the High Port (see later in this chapter) as an alternative.

CHANGE ARMS (AT THE SLOPE)

"SQUAD! CHANGE-ARMS!"

This movement is used to give a respite to left arms when men have been marching for some time at attention. Three motions are needed.



One

CHANGE ARMS
AT THE SLOPE
DIAGRAM R



One

CHANGE ARMS
AT THE TRAIL
DIAGRAM S

One. The butt plate is gripped with the right hand from above, back of the hand uppermost. At the same time the left hand slides up to grip the small of the butt from below with fingers and thumb. (Diagram R.)

Two. With both hands the rifle is carried over to the right shoulder and turned on the way so that the trigger-guard faces to the right. It should be moved well away from the face and shoulders, which must be kept steady.

Three. The left hand is whipped away to the side.

NOTE.—*To Change Arms from the right to the left shoulder, reverse "right" and "left" in these directions.*

CHANGE ARMS (AT THE TRAIL)

"SQUAD! CHANGE—ARMS!"

One. With a firm grip, impel the rifle so that the muzzle comes back and up, still in front of the right shoulder, trigger-guard to the front. The upper arm should be close to the side, the forearm parallel to the ground, hand and elbow in line with the waist. (Diagram S.)

Two. Carry the rifle across the front of the body, still perpendicular, and grip it with the left hand at the point of balance (or slightly lower for

the American rifle) with the left hand. It is retained thus in a similar position to that in the motion *One*, but on the left side. As soon as the hand grip is interchanged, the right hand is "cut away" to the side.

Three. The rifle is lowered at the left side to the Trail position.

NOTE.—*To Change Arms from left to right, read "left" for "right" and vice versa in these directions.*

SLING ARMS (WITH UNFIXED BAYONETS)

"SQUAD! SLING—ARMS!"

The sling of the rifle must first be extended as far as it will go. The head and right arm are then thrust between sling and rifle, and the rifle then hangs diagonally across the back.

SLING ARMS (WITH FIXED BAYONETS)

The sling is adjusted to about half its full extent, and the right (or, if to March Easy it may be the left) shoulder and arm, but not the head, are passed through the sling. The rifle then hangs, perpendicular, behind the shoulder, and the hand may be used on the sling, in front of the shoulder, to keep it comfortably in position.

NOTE.—*For Drill purposes a distinction is made between the two ways of slinging arms, but in practice*

it may be as well to restrict the Sling Arms, with or without Fixed Bayonets, to occasions when men are using bicycles. The rifle slung diagonally over the head is more secure but rarely feels comfortable, and valuable time may be wasted in getting it into action. The command to Sling Arms should be given when the men are at the Order Arms or Stand at Ease positions at the Halt, or at the Slope or Trail on the march. See also the paragraph on the "Crook-of-the-Arm-Carry" on page 112 of my "Home Guard."*

PILE ARMS

"THE SQUAD WILL PILE ARMS. WITHOUT INTERVALS, RIGHT - DRESS !"

The Squad, formed in three lines or ranks facing the Commander or Instructor, will close up towards the man on the right of each line, till their shoulders are almost touching. The front rank finds its dressing again. The two rear ranks will cover off and maintain their distance of one pace (30 inches) from the man in front.

"SQUAD ! - NUMBER !"

This command applies to the front rank only. The man on the extreme left will shout "One," the next man "Two," and so on.

"SQUAD ! PILE ARMS BY NUMBERS - ONE !"

The front rank makes an About Turn and each man in it places the butt of his rifle, trigger-guard forward, between his feet. The odd numbers incline their muzzles towards the right flank of the squad (i.e. to their left, having turned about) and the even numbers incline their muzzles towards the left flank of the squad, i.e. to their right. At the same time each man in the centre rank turns his rifle, still in the Order Arms position, so that the trigger-guard faces the rear. The rear rank does not move.

Two. Each odd number in the front rank seizes the rifle of the even number on his left with his left hand, so that the muzzle crosses the muzzle of his own rifle. (His own rifle should be nearer to his body than the other man's rifle is.) At the same time he raises the piling swivel of each of these two rifles with a forefinger and thumb. The even numbers of the front rank resume the position of Attention as in Squad Drill without Arms. The rear rank still makes no move.

Three. This applies to the centre rank only. The even numbers of this rank incline the muzzles of their rifles forward and slightly upward, trigger-guards to the front, and at the same time seize the piling swivels of their own rifles with their left hands, using forefinger and thumb. They then

link these swivels through the swivels of the two rifles crossed in front of them, and lower the butts of their own rifles to the ground gently, placing the butts level with their right toes but six inches to the right. The effect is to make a neat line of rifles piled in threes. When this is complete, the even numbers of the centre rank stand to Attention.

Four. This applies to the centre rank only. The odd numbers of this rank place their rifles at rest perpendicularly, each against the pile of three which his even number has made. Then they stand to Attention.

Five. The rear rank (taking the time from the right-hand man by glancing towards him) takes a short pace forward, and each man in it hands over his rifle to the man in front of him in the centre rank, who rests it against the nearest pile.

"SQUAD! STAND - CLEAR!"

Each rank steps back one full pace and turns to the right of the squad, i.e., the front rank turns to the left and the centre and rear ranks turn to the right.

UNPILE ARMS

"THE SQUAD WILL UNPILE ARMS.

SQUAD! STAND - TO!"

The Squad is now in three ranks but turned to the right, as after the last command given above

(Stand Clear). On the word "To," the front rank turns to the *right* and the centre and rear ranks to the *left*. This brings the front and centre ranks facing each other. To complete the motion each rank takes a full pace forward.

One. Each man in the centre ranks seizes the rifle belonging to the man in the rear rank immediately behind him, and passes it smartly back to its owner, both resuming the appropriate position of Attention, i.e. Order Arms.

Two. Each man in the centre and front rank seizes his own rifle at the band with his right hand.

Three. Each man holding a rifle in the various piles impels it gently but firmly so that the butt moves inwards until the swivels are disengaged. The original left-hand man of the front rank raises the arm not holding his rifle above his head, at an angle of 135 degrees (between horizontal and vertical). The centre rank men turn head and eyes towards him, and watch him alertly.

Four. When the original left-hand man of the front rank lowers his hand, very sharply, to his side, the front rank makes an About Turn and the centre rank turn head and eyes to the front again. Immediately, and without further command, the centre and rear ranks take a full pace to the rear.

NOTE.—*Piling and Unpiling Arms are prolonged and complicated operations, which hardly seem to*

belong to this age. Home Guard commanders might consider Piling Arms by sub-sections, each sub-section leader marching off the first two or three files of three in his sub-section to make piles of three rifles, without commands by numbers, to which the other members of the sub-section could add their rifles without further formality.

GROUND ARMS AND TAKE UP ARMS

"SQUAD! GROUND - ARMS!"

One. Bend down without moving the feet (from the Order Arms position) and place the rifle gently on the ground, muzzle pointing straight to the front, trigger-guard to the right. The right hand (gripping the band) should be level with the toe and close to it as the rifle touches the ground.

Two. Straighten up to Attention as in Squad Drill without Arms.

"SQUAD! TAKE UP - ARMS!"

One. Without moving the feet, bend down and grip the rifle at the band.

Two. Straighten up, lifting the rifle, and return to the position of Order Arms.

NOTE.—*Ground Arms is a movement used when men are required to change over for a time, during the same parade, from Arms Drill to Squad Drill without Arms. At a guess, it owes its existence to*

the complexity of the Pile Arms movement. Parade grounds being so often dirty underfoot, and grass likely to be wet most of the year, and valuable time being needed to clean a muddied rifle, Home Guard commanders, out of consideration for their men, might dispense with this movement altogether.

INSPECTION OF ARMS

"SQUAD! FOR INSPECTION, PORT - ARMS!"

If the Squad is at the Order, each man throws his rifle up and across his body, trigger-guard to the left and downwards, and catches the rifle again with his right hand on the small of the butt and his left hand, gripping from underneath with thumb and fingers, just in front of the fore-end of the breech. Both elbows should be close to the body, the left wrist opposite the left breast, and the rifle thus held in a diagonal position just clear of the body. Immediately the safety catch should be pushed forward with the right thumb, the cut-out (if any) pulled out. The right hand man of the front rank pauses an instant to make sure all the others have released their safety catches, and the remainder draw back their bolts in time with him, glancing to the right to follow the action of his hand. As soon as the bolt is right back, each man puts his hand to the small of the butt again, thumb pointing towards the muzzle.

If the Squad is at the Slope when the command is given, Port Arms is performed in two motions.

One. The rifle is seized, still on the left shoulder, at the small of the butt.

Two. The right hand takes the weight and carries the rifle down and across the body to the diagonal Port Arms position, and the remainder of the movement is carried out as described above. (Diagram T.)

EASE SPRINGS OR CHARGE MAGAZINES

“SQUAD! EASE - SPRINGS!”

This is done to ensure that rifles are not loaded. From the Port Arms with bolt drawn back, each man works the bolt of his rifle backwards and forwards at least five times, allowing all cartridges ejected from magazine and chamber to fall to the ground. He then closes the cut-out (if his rifle is fitted with one), pushes the bolt forward, presses the trigger, pulls back the safety-catch, and replaces his hand on the small of the butt.

“SQUAD! CHARGE - MAGAZINES!”

The American rifle holds only five rounds in the magazine. The S.M.L.E. will hold ten, but five should be regarded as the normal charge. The clip of five rounds is inserted in the breech,

charger to the rear and fitting into the charger-guide. As the rounds are pressed firmly down with the right thumb, the charger is left in place:



FOR INSPECTION - PORT ARMS
DIAGRAM T

when the bolt is pushed forward it falls to the ground. The cut-out, if fitted, should be closed: otherwise the top-round should be depressed with

the fingers of the left hand before the bolt is slid home, to prevent it entering the chamber. After that the trigger may be safely pressed, to relieve pressure on the springs, and the safety catch applied: or commanders may think it wiser to forbid the pressing of triggers while magazines are loaded.

ORDER ARMS (FROM THE PORT)

"SQUAD! ORDER - ARMS!"

One. Gripping firmly with the left hand, seize the rifle at or near the band with the other hand.

Two. Lower the rifle to the right side.

SLOPE ARMS (FROM THE PORT)

"SQUAD! SLOPE - ARMS!"

One. Taking the weight with the right hand, carry the rifle up to rest on the left shoulder, the left hand then gripping the butt from underneath.

Two. The right hand is "cut away" to the side.

EXAMINE ARMS

"SQUAD! EXAMINE - ARMS!"

This command is given when the Squad is already at the Port Arms position with bolts drawn back. On the word "Arms" each man comes to the Loading Position, putting his left foot forward

and slightly to the side, keeping his right hand (on the small of the butt) in position but putting forward his left hand (between the band and the breech of



EXAMINE ARMS
DIAGRAM U

the rifle) so that he holds the rifle diagonally forward and the commander or instructor, passing down the ranks, can look down the barrel. Each man

then inserts his thumb, nail forward, into the breech about one inch behind the chamber: this is to reflect light and show the inspecting officer or N.C.O. the state of the barrel (Diagram U.)

As soon as the inspection of the rifle next but one to him has begun, each man, without further word of command, eases springs, not forgetting to press the trigger and push the safety catch forward, and returns to the order in three motions. These are:

One. The right hand goes forward to the band, and at the same time the left foot is replaced beside the right.

Two. The rifle is returned to the right side, the left hand coming across to steady it near the muzzle. The butt is kept a few inches above the ground.

Three. The rifle is lowered gently and the left hand "cut away" to the side.

NOTE.—At the beginning of every parade when arms are carried Section Leaders should give the order to Port Arms and Ease Springs, and should themselves examine each rifle to see that the magazine and chamber is empty, the mechanism in working order, and the visible parts clean. If it is intended to Examine Arms, the order to Ease Springs must be given before rifle barrels are looked at, and while the men are at the Port they should be warned not to come to the Order after the Ease Springs.

FIX BAYONETS

"THE SQUAD WILL FIX BAYONETS. FIX!"

This command must be given from the Order Arms position. With butt still in place beside the right toe, the right hand, gripping at or near the band, is pushed forward to the full extent of the arm. At the same time, the left hand goes up to the waist and, back of the hand to the front, seizes the handle of the bayonet, withdrawing the blade from the scabbard just enough to let the left arm straighten. (Diagram V.—"Fix!")

"BAYONETS!"

The left hand draws the bayonet and with one motion of the wrist places the bayonet-handle on the standard and the ring over the stud (the muzzle, if the American rifle is used), pressing it home so that the catch slips into place. Head and eyes are turned down to the right to ensure that the bayonet is properly home. (Diagram V.—"Bayonets!")



"ATTENTION!"
WITH BAYONET
FIXED.

DIAGRAM V

"ATTENTION!"

Resume the position of Attention by pulling back the right hand and looking to the front. (Diagram V.—"Attention!")

UNFIX BAYONETS

This command also must be given from the Order.

"THE SQUAD WILL UNFIX BAYONETS. UNFIX!"

The rifle is placed between the feet, the heels still touching, and gripped with both knees, trigger-guard to the front. At the same time the left hand, knuckles to the front, goes to the muzzle and presses the spring-stud on the bayonet handle. This releases the catch and the right hand, gripping the bayonet handle, slides the bayonet clear of the rifle. (Diagram W.—"Unfix!")

"BAYONETS!"

The point of the bayonet is dropped to the left side, the ring to the rear, while the left hand seizes the scabbard, thumb underneath the frog or belt attachment. Again head and eyes should be turned down and sideways to watch the bayonet being



"Fix!"

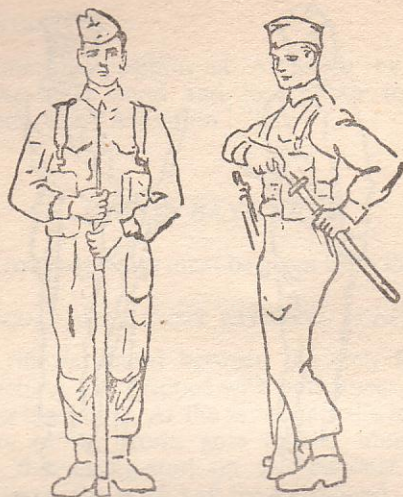
"Bayonets!"

FIX BAYONETS
DIAGRAM V

slid home into the scabbard by the right hand. (Diagram W.—"Bayonets!")

"ATTENTION!"

The rifle is seized with the right hand and carried to the right side, to resume the position of Attention, i.e. Order Arms. (Diagram K.)



"Unfix!"

"Bayonets!"

UNFIX BAYONETS
DIAGRAM W

BAYONET DRILL

NOTE.—A bayonet is useful to a sentry who knows his job, especially by night. It also, notoriously, makes a good toasting fork or, tucks into the wall of a trench, a possible coat-hanger. Its use as a

weapon in modern warfare is debatable. Broadly speaking enemy troops should not be allowed to come to such close quarters that the bayonet need be used, and a man who can shoot and has his rifle loaded possesses an incomparable advantage over one who relies on the bayonet and butt alone. Yet there may be occasions when it is not safe to shoot for fear of injuring one's comrades, or because there is not time to reload. "The spirit of the bayonet" is still vociferously taught in the Army, but in the writer's non-professional opinion, bayonet charges are out-of-date, and the elementary exercises here dealt with should be regarded as a fall-back for difficult or unforeseen emergencies.

ON GUARD (FROM THE ORDER)

"SQUAD! ON - GUARD!"

Throw the rifle firmly up and forward and catch it again with the right hand at the small of the butt (just in front of and clear of the right thigh) and the left hand gripping the stock between the breech and the band wherever is found, by practice, most convenient. At the same time take a full walking pace forward with the left foot. Firmness is above all to be aimed at: the bayonet should point slightly upwards, the knees should be slightly bent, and the feet pressed into the ground in

readiness either to resist an attack or to move in any direction. (Diagram X.)



ON GUARD
DIAGRAM X

To revert to the Order, two motions are needed.

One. The right hand goes to the band, the left foot is drawn back beside the right, and the left hand steadies the rifle at the muzzle.

Two. The left hand is cut away to the side.

ON GUARD (FROM THE SLOPE)

"SQUAD! ON - GUARD!"

One. The right hand grips the rifle at the small of the butt.

Two. The right hand takes the weight and brings the rifle down to the On Guard position described above, while a full pace forward is taken.

To revert to Slope Arms from the On Guard, two motions are needed.

One. The right hand carries the rifle to the left shoulder, the left hand seizing the butt from beneath. At the same time the left foot is brought back to rest beside the right.

Two. The right hand is "cut away" to the side.

THE HIGH PORT (FROM THE ON GUARD)

"SQUAD! HIGH - PORT!"

Keeping the same grasp with both hands as for the On Guard the rifle is brought to a diagonal position across the body, higher than for Port Arms, the muzzle and bayonet pointing upwards and to the left, the trigger-guard to the front. There should be a clear view over the rifle, and the butt should be far enough forward to enable it to be swung easily up to the shoulder for firing.

NOTE.—Academic bayonet exercises are usually taught on a prepared course with trenches, obstacles, straw-filled sacks, dummy figures, much shouting and profane exhortations. The High Port is to be regarded as the normal means of carrying a rifle, at the double or charge, to the attack. The On Guard is the basic position from which points (thrusts), parries, butt strokes and jabs are made. It should be maintained at close quarters by short shuffling steps made with both feet at once.

The Point. This may be delivered at head, middle or knee ("the man on the ground") height, to right, to left, or straight in front. The thrust is made by moving the left foot a few inches further forward (not so far as to over-balance) and at the same time with the full weight of the body and arms delivering a fierce thrust of the bayoneted rifle at the mark named by the instructor. Immediately afterwards, the rifle is drawn sharply back and then forward again to the On Guard position.

The Parry. This is a movement to ward off a "point" made by an enemy bayonet. It consists of a slight but strong jerk of the rifle, made chiefly with wrists and forearms, to the right or left. The enemy rifle and bayonet (usually represented by a long piece of cane thrust by the instructor) is deflected and slides away to the side. The theory is that every parry should be immediately followed by a point or butt swing.

The Butt Swing. Delivered after a Point or a Parry, this is a leap forward in the course of which the left hand comes back over the left shoulder and the right hand, from which the force of the motion is obtained, swings the butt of the rifle up to strike the enemy in the jaw or other portion of his body. Another stride or two strides brings the rifle, in an overhead arc, back to the On Guard position.

The Jab. At the end of a point and withdrawal, the bayonet man is assumed to have killed or disabled his opponent, and to find another enemy so close to him that there is no room to start the programme again from the On Guard. He therefore drops his rifle to a perpendicular position, slides both his hands to the stock near the muzzle, and then jabs the bayonet upwards at the enemy's head, returning, as soon as possible, to the On Guard position.

CHAPTER III

PLATOON AND COMPANY DRILL

PLATOON and Company Drill is for men who have been thoroughly trained in Squad Drill and Arms Drill. In Platoon Drill the Platoon is exercised in carrying out movements apart from the other Platoons which constitute the Company, although they may also be present on the same parade. It may also be exercised in carrying out movements in conjunction with the other Platoons: this is Company Drill, and in this the Company Commander usually gives the first order and the Platoon Commanders, in due succession, give theirs. The members of each Platoon (unless the Company Commander addresses them as "Platoons") take no action until they hear the command given by their own Platoon Commander.

In Regular Army infantry formations, a Platoon usually numbers twenty-nine men, including the commander and sergeant. In the Home Guard, however, the Platoon actually exceeds an infantry company in strength, numbering usually a hundred

PLATOON AND COMPANY DRILL 81

or more. If Home Guard formations are to make use of Platoon and Company Drill, therefore, the local commanders must make their own adaptations. These need not be drastic or complicated, for Platoon and Company Drill involves no movements not included in Squad Drill and Arms Drill. It can best be studied from the diagrams with a minimum of verbal explanation.

A few general rules may be usefully noted first of all.

In Column of Route dressing and marching is carried out with the left flank as a guide, except where the right flank is used as pivot for a wheeling or forming movement, or where other platoons march up to positions level with the platoon on the left.

The section commander on the directing flank acts as guide and is responsible for maintaining correct direction in any movement.

As soon as a movement is completed, each man automatically takes up dressing.

All movements involving marching should be made with rifles at the Slope, unless the Commander specifically directs the Trail.

In infantry formations a platoon consists of three sections, and they Fall In one behind another, each section forming a rank, with the section commander on the right, the Platoon Commander in

front of the centre of the front rank, and the Platoon sergeant or second-in-command in rear of the centre of the rear rank. To move in Column of Route, the whole platoon turns to the right or left, the section commanders forming the first three, the Platoon Commander taking position in front, and the sergeant in the rear. This is the arrangement shewn in the diagrams, and it may be used as a basis for Home Guard procedure.

PLATOON DRILL

A Platoon in Line Forming Column of Route.

"PLATOON. MOVE TO THE RIGHT (OR LEFT) IN COLUMN OF ROUTE. RIGHT (OR LEFT) - TURN!"

Each man makes the turn as directed. The Platoon Commander and the sergeant move to their positions at the head and rear of the column.

"QUICK - MARCH!"

A Platoon in Column of Route Forming Line.

"THE PLATOON WILL ADVANCE. LEFT - TURN!"

Each man makes the turn, and the Platoon Commander and the sergeant move to their positions in front and in rear, marching in Quick Time.

NOTE.—Both these movements may be carried out while the Platoon is halted or on the march in Quick Time.

COMPANY DRILL

There are three dispositions in which a Company may Fall In :

1. In Line (usually for training). (Diagram 1.)
2. In Column of Route. (Diagram 2.)
3. In Close Column. (Diagram 3.)

In Line, there should be a distance of five paces between each platoon, and again between the Headquarters and the next platoon. Headquarters is on the right flank. In Column of Route, the distance between platoons will be shortened to three paces. In Close Column, the distance between platoons will be twelve paces from the rear rank of the front platoon to the front rank of the platoon behind it.

A Company Halted in Close Column of Platoons Forming Column of Route.

"COMPANY. ADVANCE IN COLUMN OF ROUTE FROM THE RIGHT. RIGHT - TURN!"

The Commander of the leading Platoon gives the command "No. . . . Platoon. Left Wheel. Quick - March!" The other platoon commanders follow suit in good time to gain their position. (Diagram 4.)

NOTE.—If the Company is to move off in the

opposite direction from that which it faced on Falling In, the command will be "RETIRE IN COLUMN OF ROUTE FROM THE RIGHT. LEFT - TURN!" And the Platoons will Left Wheel, the rear platoon marching off first.

A Company Halted in Close Column of Platoons Forming Column of Route. (Alternative Method.)

"COMPANY, MOVE TO THE RIGHT (OR LEFT) IN COLUMN OF ROUTE. RIGHT (OR LEFT) - TURN!"

Instead of advancing in the direction it was facing the Company moves off by platoons at a right angle, to left or right. The Commander of the leading platoon gives the command: "No. . . . Platoon. Quick - March!" The commanders of the other platoons in turn give the same command, but prefix the "Quick - March!" with "Right (or Left) Wheel!" As their platoons come into position in rear of the leading platoon, they give the command for another Wheel to the opposite flank. (Diagram 5.)

NOTE.—*If the Company Commander's order is to Move to the Left in Column of Route, the rear platoon usually marches off first. Or the Company Commander may specify the order in which the Platoons are to move off.*

From Column of Route to Close Column of Platoons, at the Halt, and Facing a Flank.

"COMPANY. AT THE HALT. FACING LEFT. FORM CLOSE COLUMN OF PLATOONS!"

The Commander of the leading platoon gives the command, "No. . . . Platoon, Halt! Left - Turn!" The remainder, marching on, are led to their positions by their guides, where each Platoon Commander gives the same order set out above. (Diagram 6.)

NOTE.—*To maintain true direction, the right flank guides in the succeeding platoons turn to their left as soon as the command Halt is given, and each takes up covering and distance from the right flank guide of the platoon in front.*

A Company in Column Changing Direction.

"COMPANY. CHANGE DIRECTION - RIGHT!"

The Commander of the leading platoon gives the command, "No. . . . Platoon. Right - Form!" and when his platoon has completed this movement he gives the command, "For - ward!" The remaining platoon Commanders give the same commands in succession as each of their platoons reaches the two positions occupied by the leading platoon during the forming movement. (Diagram 7.)

NOTE.—*If the Company is to Change Direction Left, it should be first ordered to March by the Left.*

It can also be ordered to Change Direction Half (or Quarter, or Three-quarters) Right (or Left) ; then the Platoon Commanders give the command, "For - ward !" as soon as their platoons have completed the appropriate part of the forming. If the Company Commander desires the Company to Change Direction by a Wheel, he uses "Right - Wheel !" instead of "Right" in his command, and Platoon Commanders follow suit, omitting the second command, "For - ward !"

From Company in Line, Halted, to Company in Column, Facing a Flank, at the Halt.

**"COMPANY. AT THE HALT. INTO COLUMN.
PLATOONS, RIGHT - FORM. QUICK - MARCH !"**

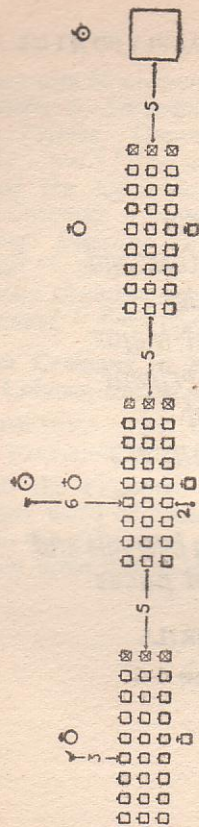
All the Platoons, simultaneously, and without further word of command, "Form" as in Squad Drill, the right flank guide acting as pivot man and taking three full paces forward. (Diagram 8.)

- ⊙ Company Commander
- ⊙ Company Second-in-Command
- ⊙ Platoon Commander
- ⊙ Company Serjeant-Major
- ⊙ Company Qr-Mr-Serjeant
- ⊙ Platoon Serjeant
- ⊙ Section Commanders
- ⊙ Other N.C.Os.

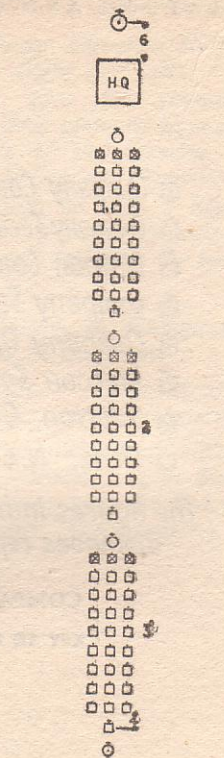
The figures indicating intervals and distances represent paces

COMPANY DRILL

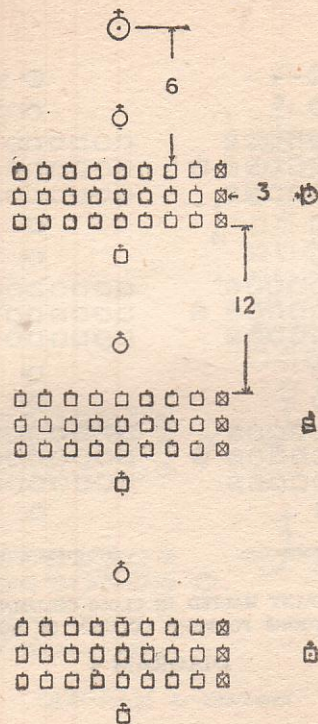
KEY TO DIAGRAMS 1-8



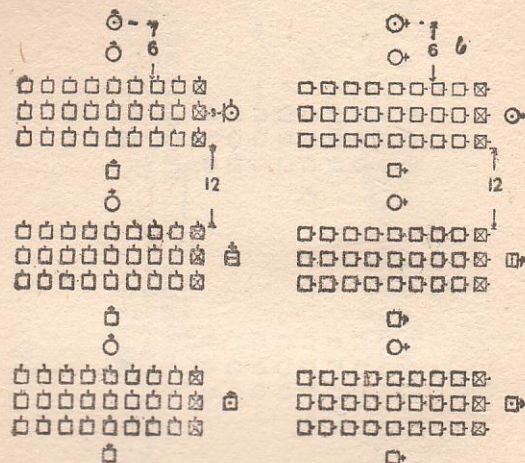
COMPANY IN LINE
DIAGRAM 1



COMPANY IN COLUMN
OF ROUTE
DIAGRAM 2



COMPANY IN CLOSE COLUMN
DIAGRAM 3

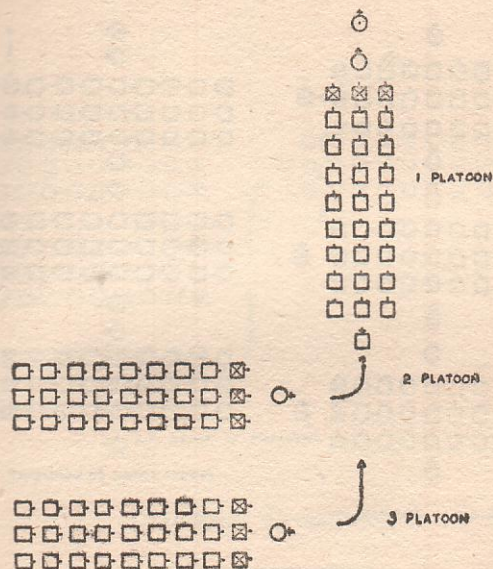


ORIGINAL FORMATION

1ST STAGE OF MOVEMENT

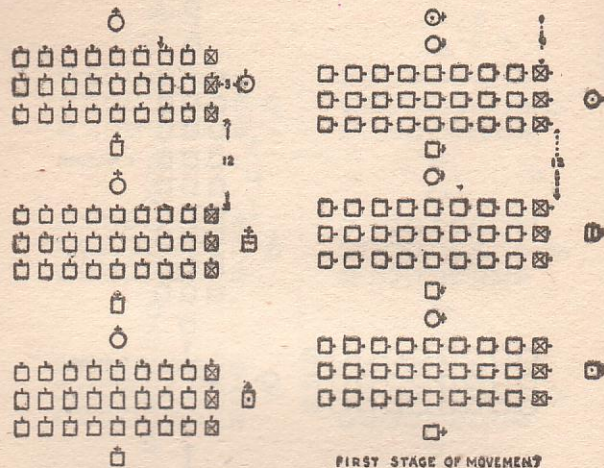
COMPANY HALTED IN CLOSE COLUMN OF
PLATOONS FORMING COLUMN OF ROUTE

DIAGRAM 4



2ND STAGE OF MOVEMENT

DIAGRAM 4—continued



(ORIGINAL FORMATION)

ALTERNATIVE METHOD TO
THAT SHOWN IN DIAGRAM 4

DIAGRAM 5

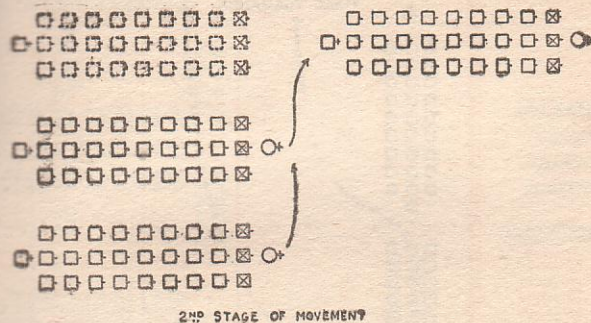
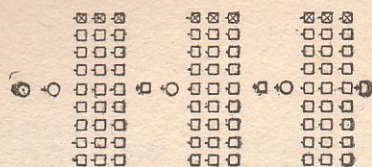


DIAGRAM 5—continued



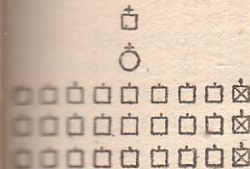
FINAL FORMATION



ORIGINAL FORMATION

COMPANY DRILL
FROM COLUMN OF
ROUTE, TO
CLOSE COLUMN OF
PLATOONS,
AT THE HALT, AND
FACING A FLANK

DIAGRAM 6



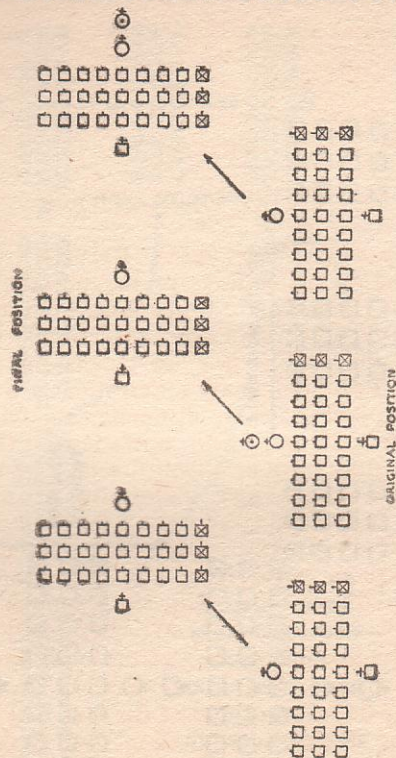
FINAL POSITION

ORIGINAL POSITION



COMPANY IN
COLUMN
CHANGING
DIRECTION

DIAGRAM 7



FROM COMPANY IN LINE, HALTED, TO COMPANY
IN COLUMN, FACING A FLANK AT THE HALT

DIAGRAM 8

CHAPTER IV

FIELD OPERATIONS

Movements Under Fire. Regular troops are practised in many ways of moving about under fire, but Home Guard formations, working each in its own district where every man should know the ground thoroughly, need be taught only a few of them. Two preliminary observations are essential. The first is that a sharp distinction should be made between drill and field operations. On active service, under fire or where fire may be expected, close formations and uniformity of movement should be avoided at all costs: the men should be scattered in irregular dispositions, always taking advantage of cover from view and from enemy fire, and should keep only close enough together to be able to act promptly on orders, many of which can be transmitted by movements of the hand. (See "Field Signals" later in this chapter.) And second, men should be disabused of the idea that they will be doing all that is required of them if they move across fields in Extended Order, i.e. in a line with a wide interval between each man and the next,

flopping down on their bellies every few seconds. This kind of movement was probably devised in Eastern deserts for action in the face of tribesmen armed with rifles, and was adapted during 1914-18 for advances out of trenches to occupy positions which had been subjected to an artillery barrage for days on end. It is not likely to be of much use to the Home Guard, although it is worth practising occasionally as a fall back.

The most likely unit for Home Guard field work is the sub-section or squad of four to six men. Such a squad can be practised in moving in the following ways :

(a) As a group or in twos along roads, on foot or on bicycles, keeping close to the hedge or wall, always ready to take cover at the side of the road. The first two should act as scouts and move a hundred yards or so ahead, approaching each bend or new reach of the road with caution and without revealing themselves, and sending back to the others signals to advance. Similarly, the last two should act as a rearguard, to prevent surprises.

(b) As a group which, according to the nature of the ground and the conditions of the operation, may or may not shake out into twos or even into single men at intervals. They should practise moving from point to point across open country, avoiding open fields, keeping to lanes and ditches and woods, maintaining the utmost vigilance in

observation, and keeping still when they are not moving. They should move only from one fire position to another, i.e. to and from places where they are likely to be able to open fire to the best advantage and at the same time have some protection for themselves against enemy fire. Movements between such points, known as "bounds," should be short and carried out as swiftly as safety and secrecy allow.

(c) A number of such squad units should be practised in moving as one body at intervals, keeping touch with each other by Field Signals or, if absolutely necessary, by runners carrying messages. If during such an operation there is no field headquarters with which the squads may keep in touch, the commander of one squad should be nominated as the senior and should take the responsibility for the movement as a whole.

Generally it will be found best to let the men move in twos at intervals, but single file is good for moving along hedges and ditches. Twos are essential where automatic rifles are used.

Patrols.—It is perfectly possible that in active service conditions the Home Guard may have to furnish patrols for other than observation purposes, probably in co-operation with regular troops. These may be of two kinds.

A "Reconnoitring Patrol" may be sent out to

discover who is in occupation of certain ground and what activity is going on there, and to send back information. Its main duty will be to see without being seen. It may be used simply to keep its eyes open or to answer some specific questions such as "How far has the enemy advanced?" or "Is the enemy using tanks?" or "How far have our reinforcements progressed?" or "What enemy force is likely to oppose a counter-attack?" Or again, it may be sent forward to occupy ground and keep contact with the enemy until stronger forces arrive. It should fight hard if forced to but should make every endeavour not to be discovered.

A "Fighting Patrol" also may be given one of two kinds of task. It may be sent out as a protection to other forces, to hold up any advance, and to inflict as many casualties as possible. But unless specifically ordered to do so, it should not engage a force larger than itself or an equal force more heavily armed. Its duty is then transformed into a delaying action, with a prompt report sent back to headquarters. The other task which may be given to a "Fighting Patrol" is to carry out some specific act of war against the enemy, such as locating and putting out of action a body of parachute troops, stalking a tank, or opening harassing fire on troops in movement.

Home Guardsmen on either kind of patrol should move according to the nature of the ground, the

state of the battle, and the task given them, using the hints given in *Movement Under Fire*. It is most important that the commander of a patrol should, before he sets off, understand exactly what his task is, and should know everything he can possibly find out about the strength and location of enemy forces in the neighbourhood, and where the local Home Guard and any regular troops in the district are functioning. He should also know whether these other friendly troops have been informed of his patrol, its route, and the time it is expected to return. Finally, he should know the Password, if one is in use, so that he and his men may disclose themselves on their return without being fired on by their friends. Equally important: he should transmit all this information, simply and clearly, to all the men taking part in the patrol, not only so that they may understand their job and carry it out more efficiently, but in order that if he and his second in command become casualties, the task of the patrol may still be carried out.

Sentry Duties.—Except on vulnerable points in cities and heavily populated areas, the Home Guard will not be required to maintain guards with the formality and detail of the regular army. The sentry, not having to march a beat, is usually free to sling his rifle and to maintain some informality of bearing. In country districts, and always in active service conditions, formality and regularity

should be dispensed with altogether, apart from the procedure for challenging (when the order is given) anyone approaching. The place to be guarded should thus be thought of as an Observation Post as well as a defence centre. In a state of alarm, the sentry will conceal himself from view, and the other members of the guard, under the guard commander, will take up a position (also concealed) near at hand, whence they can open fire if the situation requires.

A Home Guard Observation Post may be thought of as very similar to what is known in the regular Army as a "Standing Patrol," i.e. a patrol sent out to occupy a specified position for a specified length of time, to observe enemy activities, and to defend it if necessary. On active service by night or in fog sentries must always be doubled, so that there are always two men on duty together. When contact with the enemy may be expected, or if there is ground for suspicion, the first act of the sentry on hearing or seeing anyone approaching his post, must be to alarm and turn out the remainder of the guard. If the person or persons comes close to the post, the sentry will challenge in a loud, clear voice, and according to formula. This is: "Halt! Who goes there?" There should be a pause after the "Halt!" so that it may be clearly understood as an order to stop. When the order has been obeyed, and if no answer has yet been given, the

sentry should repeat: "Who goes there?" The answer to be expected is "Friend" or "Friends," but local substitutes may be accepted. The sentry's next order will be "Advance one to be recognised." If the approaching party numbers two or more, one of them should then come forward where he can be seen and interrogated. If he is not recognised at sight as a harmless local inhabitant, he should be required to give his name and to state who is with him, and how many. According to the regulations in force at the moment, one or all of the approaching party may be ordered to produce their Identity Cards. The one approaching "to be recognised" in the first instance should not be allowed to come within four yards of the sentry, and Identity Cards should not be examined until the first interrogation is completed, and then the examination should be conducted by the commander of the guard or some other member detailed by him for the task. Members of the guard, stationed away from the sentry, should keep the whole approaching party covered, with their rifles or other weapons from first to last. On roads, by night, a large red torch or lantern should be waved to bring vehicles to a halt. The first challenge by the sentry should not be given too soon. It should be spoken when the approaching party is close enough to be brought under effective fire by the rest of the guard. In active service conditions, if the sentry's command "Halt!" is not

obeyed, he is to shout "Halt! or I fire!" and if the person approaching persists, he is at liberty to fire, aiming to hit and not to kill.

These are the standard rules for the conduct of sentries. They may be varied or amplified locally from time to time, and it is the duty of the commander of the guard to ensure that each sentry before he goes on duty knows precisely what his duties are, as well as the direction in which the enemy lies, the extent of the ground he has to observe, the position of other guard and observation posts in the neighbourhood, details concerning any patrols to be sent out, and the countersign or password to be given by other Home Guardsmen or regular troops who may answer his challenge.

Field Signals.—When a unit or group of units is moving in an open formation, it is not always possible for the commander to issue orders by word of mouth or for scouts and sentries to send verbal messages. In such circumstances a commander may make use of certain standard Field Signals. He faces the same direction as his men and moves his hand and arm. The men carry out the order only when the commander drops his hand to his side. These Field Signals (Diagram Y) are:

ADVANCE.—The arm is swung, below the shoulder, from rear to front.

HALT.—The arm is raised to its full extent above the head.



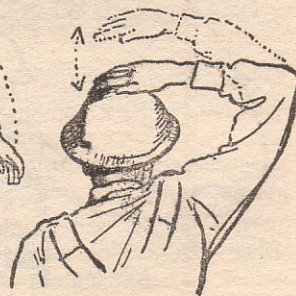
Advance



Halt



Extend



Close

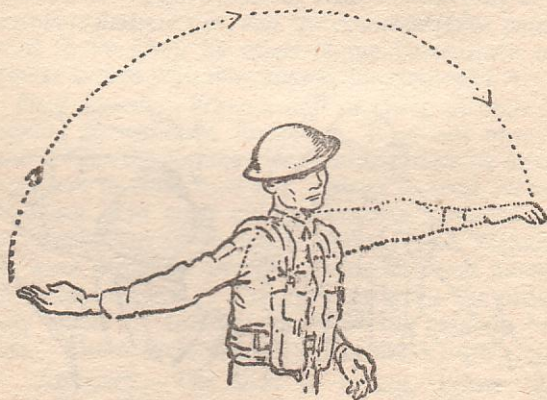
FIELD SIGNALS
DIAGRAM Y



Quick Time



Double Time



Follow me

DIAGRAM Y—continued

EXTEND.—The arm is waved from side to side over the head and coming as low on either side as the hips. The men shake out into a single line at intervals of five to ten paces. If they are to move all to the right, the commander, after waving his arm several times, finishes the signal by pointing to his right. Similarly he points to the left to indicate Extend to the Left Flank.

CLOSE.—The commander lifts his arm high and quickly places it on top of his head. The men then come into close formation with their centre behind the commander. If he finishes the signal by pointing to left or right, they close in on that flank.

QUICK TIME.—The commander raises his hand to shoulder height, keeping his bent elbow close to his side.

DOUBLE TIME.—The commander clenches his fist and moves it quickly up and down at his side between hip and shoulder.

FOLLOW ME.—The commander swings his arm from rear to well in front of him, over his shoulder.

LIE DOWN.—Two or three slight movements of the open hand, palm downwards, waist or shoulder high, towards the ground.

A commander may also use his whistle as a signal to his men, chiefly at night or in fog or in a wood. There are three such whistle signals.

CAUTION.—A single short blast, followed by a distinct pause. This is to warn the men to pay attention to the signal which follows. It may be used before giving orders with the hand and arm.

RALLY.—Five to ten short blasts. Men will move at the double towards the sound of the whistle and form up around the commander, facing the same direction.

ALARM.—A succession of alternate long and short blasts. This signal is used to make troops turn out immediately from a camp or other position. They will fall in in their customary order or (if they have been warned previously to do so) they may proceed at once to their observation or guard posts.

Scouts and sentries posted in advance of a body of troops should be kept under observation, so that any messages they may send back by rifle signals are seen and understood. There are three such Rifle Signals:

ENEMY IN SIGHT IN SMALL NUMBERS.—The rifle is held, parallel with the ground, above the head and at the full extent of the arm, muzzle pointing to the front.

ENEMY IN SIGHT IN LARGE NUMBERS.—The rifle is held as described above, but frequently raised and lowered to head height.

NO ENEMY IN SIGHT.—The rifle is held at the

small of the butt, above the head, at the full extent of the arm, muzzle uppermost.

NOTE.—*Scouts making the rifle signals from the crest of a hill or other point of cover should be careful to come down the slope away from the enemy, so that the rifle is not revealed during the signal except to the troops intended to see it. All these Field Signals (except perhaps the whistle used by night or as an alarm) are practicable only when the enemy is being approached and is still at some distance or out of sight. When the enemy is engaged at such close quarters that rifle or machine-gun fire can be opened, Field Signals will usually have to be dispensed with.*

Movement by Night.—For Home Guard purposes, the darkness of night cuts both ways: while it is possible to move about more freely secure from observation, it also makes it easier to stumble, walk or even run into danger. On the whole, night offers a big advantage to Home Guardsmen, who should know thoroughly every yard of the ground they are likely to move over, while enemy troops will be even more at a loss than during the day. It will be as well, however, for men to practise moving about by night, at first perhaps during a full moon period, later on dark nights and when there is fog. They should practise moving as units as well as singly or in pairs, and learn to recognise the sounds made by approaching troops, and to estimate distance by sound. A good exercise is to send a man to guide

a stranger, representing the commander of regular troops, across a tract of open country. Another useful exercise is to warn a section that an enemy tank has been seen at dusk proceeding in such a direction and that it is suspected of seeking a "harbour" to lie up and rest its crew for the night. Another section can represent the tank and should put out not more than two sentries. The first section's task is then to locate the tank, and put its crew out of action, i.e., four men to overpower the sentries as quietly as possible and the remainder, as soon as they hear the scuffle, to tackle the resting crew.

Here are some important points to be borne in mind for night training. Ears are often more useful than eyes, and conversely every movement must be made as quietly as possible. Low ground should be used to avoid being seen and to observe any enemy on the skyline. All moves should be made by crawling and crouching unless there is a dark background such as a hedge or wall not illuminated by the moon. Men should keep closer together than in day time, and on very dark nights should move in single file, each man grasping the bayonet scabbard of the man in front of him. Messages should be passed by word of mouth from front to rear or vice versa, and whispered. When the enemy sends up rockets or drops parachute flares, men should throw themselves to the ground and stay there, perfectly still, if they hear the flare

before it explodes. If not, they should stand perfectly still in whatever attitude they happen to be. It is a thousand times more difficult, even at a few yards distance, to detect a man who remains perfectly still than one who moves even a hand or foot. Men should not look up at flares, both because faces, especially faces that move, are easily seen, and because after staring at a flare it is impossible to see clearly in the darkness which follows. All marching by night must be done without talking, and the men should be ordered to break step.

March Discipline.—The Home Guard is hardly to be regarded as a marching corps, but such marching as it has to do should be done well. Off the parade ground, marching is, rightly, considered a fairly informal occasion, and as soon as possible the order to March at Ease and then March Easy should be given, when rifles may be slung and men may talk and smoke. Certain rules, however, are worth keeping in the common interest. As Home Guard marches will be short, there is little need to bother with the restrictions on smoking and the use of water-bottles, or with hourly halts. Care should be taken that the leading section or platoon does not start off with too long a pace or too quick a step, and, if the march continues beyond an hour, the files should interchange after the halt-and-fall-out, so that the same man does not have to keep marching in the gutter or where the surface of the

road slopes uncomfortably. The head should not be allowed to drop forward (the back of the neck should touch the collar of the tunic); so far from this being a hardship it makes for easier going. Commanders should make sure that any sore feet at the end of a march are not due to ill-fitting boots or socks. Hard boots should be treated with dubbin. Talcum powder is better than soap or dock leaves for the inside of socks. At night, a prominent red torch or lantern must be carried at the rear of the column to prevent accidents. Finally, it makes it easier for everyone if all the men are trained to keep in step and correct themselves if they fall out of it.

Map-reading.—It may at first thought seem that Home Guard formations, each working in its own district, have little use for maps and map-reading, and so far as the internal working of the formation goes this is true enough. But the Home Guard forms an inter-communicating network of local defences throughout the country, and, in action, will function in intimate co-operation with the regular forces. Platoon, section and squad commanders should make a thorough study of map-reading, but apart from that, every man in the Home Guard should learn to understand a map, and especially the map of his own district, so that he can identify places and routes on it which he knows at first hand.

He may be called on to use his knowledge of map-reading in two principal ways. When he sends in a report of enemy activities to his own headquarters, to be transmitted to higher authorities, he should be able to describe the place of occurrence so that it can quickly be identified on the ordnance map. For this purpose it is not essential that he should give the orthodox map references by squares, but the main features of what is shown on the map should be familiar to him. Second, he may be called on to give information, and perhaps to act as a guide, to a body of regular troops (whose *bona fides* he will first establish) moving more or less as strangers in his district. The commander of such a body of regular troops will probably produce a map, and the value of the Home Guard's information or guidance will be multiplied many times if he can quickly find on the map the place where the troops are at the moment they question him, the place they wish to go to, the best routes, and the location of all the defence works and Home Guard and other military posts in the district. Before imparting such information, the Home Guardsman must always satisfy himself that the interrogating troops are authentically British (always remembering that the Germans probably possess large stocks of British uniforms). To do this he need not hesitate to make a general with thousands of men behind him produce proofs

of his identity. Once *bona fides* are established on both sides, the more precise and to the point information the Home Guardsman can give, making it quickly intelligible by the map, the better.

Military maps are usually carried in a flat case covered with mica or other transparent substance. They are marked with kilometric squares on a system known as the Grid. This is used for easier and quicker reference, but the Home Guardsman can leave this to his own commanders and those of the regular troops. Nor need he bother his head about map projections, the various means by which the curved surface of the earth is represented on a flat map. But he should learn to identify quickly the various scales or proportions of ordnance maps: those he is most likely to meet with are the one-inch-to-a-mile and the quarter-inch-to-a-mile. He should know that if he holds a map so that the largest printed names are readable in horizontal lines (as in a book) he has it the right way up: then, the top represents the north, the bottom the south, the right the east, and the left the west. He should also learn that the north shown by a compass is the magnetic north, not identical with the true north used on maps. He will find the variation marked in the margins of the ordnance map for his own district. This variation alters from year to year. Bearings given in messages must always be "true" bearings. Thus, if with a

compass a Home Guardsman discovers that the route taken by a body of troops is 75 degrees from a certain point, he must omit or subtract the variation, say 13 degrees, in sending his message. If he is told to move on a "true" bearing of 166 degrees, he must add 13 degrees, making it 179 degrees, to get his compass calculation right. (A bearing is a direction or route, calculated as an angle through the 360 degrees of a full circle, 0 degrees being due north from the point of departure, 90 degrees due east, 180 degrees due south, and 270 degrees due west.)

Next, the Home Guardsman should be familiar with the ordnance map depiction of height above sea level by contour lines. These lines join together places of the same height, and this height is usually shown printed at intervals along the lines, as 200 ft. or 600 ft. The basic idea can be understood from the conical section (side view) and plan (view from above) in Diagram Z. It is only rarely, however, that a hill, a ridge or a valley takes regular form, and contour lines on maps therefore follow many and intricate bends and twists. Where contour lines showing different heights come close together, the rise of the ground is steep: where they are well spaced it is gradual.

Most small scale ordnance maps are printed in several colours, and the Home Guardsman should



Railway Viaduct



Bridge Under railway



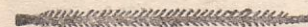
Bridge Over railway



Railway Cutting



Level Crossing.



Railway Embankment



Wooded Country



Orchard

CONVENTIONAL SIGNS USED IN ORDNANCE MAPS

DIAGRAM Z



Church with Tower



Windmill



Church with Spire



Lighthouse



Church without either



Lightship

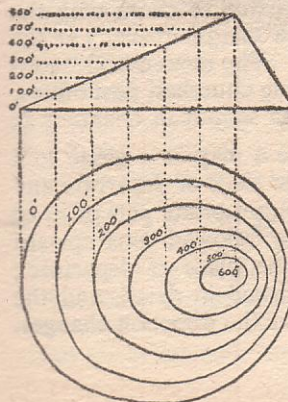


Post & Telegraph Office



Post Office

P.t Post Office with Telephone



Section (or side view) of a cone

Plan (or view from above) of the same cone, showing how the varying heights from 0 (sea level) to 600 ft are represented by contour lines

DIAGRAM Z—continued

learn by heart the following distinctions: rivers, canals and lakes are blue; roads with over fourteen feet width of metalling (or hard surface) and fit for most traffic are red; similar roads but not so wide are red within thinner lines; other good roads are printed yellow, and winding roads are printed with white spaces between the yellow; roads which do not reach this standard are shown as very thin, narrow parallel lines; footpaths and bridle paths are shown by faint dotted single lines; railway tracks, double, are thick single lines; railway tracks, single, similarly but with white spaces; railway stations as red rectangles or circles; land more than one hundred feet above sea level is printed pale green; higher land is brown, and the higher it is the darker the brown. In case of any doubt or confusion, it is as well to check with the index of signs given in the margin (usually at the bottom) of the map in use. The most useful "conventional signs," representing churches, post offices, wooded areas and so on, are set out in Diagram Z.

The simplest way to use a map as a guide to a route is to identify on it the place of departure and then turn the map, or the appropriate part of it, so that the road or path to be followed runs upward from the finger marking the place of departure; the route can then be followed in detail, and the map moved round whenever the direction changes.

APPENDIX A.

HINTS FOR DRILL INSTRUCTORS

1. Cultivate a clear, confident, well timed "word of command." If you make a mistake, don't be afraid to admit it, and if possible correct your error before it is too late with "As you were!"
2. Never let a slovenly, slack or casual response to your order pass without comment. It is better to do a little thoroughly than attempt too much at once.
3. The first time you teach a drill movement form the squad round you in three sides of a square or in an irregular semi-circle so that every man can both see and hear.
4. Don't forget to give the men frequent periods of Stand Easy.
5. Don't forget the slight pause between the different parts of a drill movement: it makes all the difference to timing and "snap."
6. Whenever you are giving a command to a squad you must yourself be at Attention, and if you are carrying a rifle it should be at the Slope. The only exception is when you are demonstrating a movement to the squad or carrying out the order with them.

7. Don't learn off explanations by heart. It will be sufficient if you know all the words of command and when to give them. Stereotyped explanations kill the interest of instructor and squad.
8. Never do or say anything to try to destroy any man's self-respect, even—and perhaps especially—if he strikes you as incurably stupid.
9. Here is a short list worth memorising: it is the principal commands in Squad Drill on the move together with the time to give the operative (or last) word.

When the right foot is passing the left.

Squad! – Halt. Right – Turn. Right In – cline.
Right – Form

When the left foot is passing the right.

About – Turn. Left – Turn. Left In – cline.
Left – Form. Mark – Time.

When the Squad is Marking Time.

For – ward! Give “For” as the right foot is being raised, and “ward” as the left foot is being raised.

Squad! – Halt! As the left foot is leaving the ground.

APPENDIX B.

THE AMERICAN (“SPRINGFIELD” OR “REMINGTON”) RIFLE

A little strange to handle at first, this has been found in practice to be an accurate and useful weapon. It is operated on the same principles as the Short Lee Enfield (S.M.L.E.) Rifle described in *Home Guard*, but it takes a bullet of .300 inch calibre. The other principal differences concern the sights and the magazine.

The back-sight is situated on top of, instead of in front of, the breach, and there are two aperture or peep sights fitted to the leaf-slide. Most of those who have used both kinds are convinced that the aperture sight is for practical purposes superior to the Lee Enfield “v” back-sight. The eye automatically focuses the upright of the fore-sight in the centre of the aperture, which, once a view has been obtained through it, can be disregarded. This does away with the old controversy of whether it is possible for the eye to focus on both sights at once. In aiming at a human target in a landscape, moreover, the aperture sight is easier to use, as the metal circle picks out the mark and holds it. Of the two apertures, the one which is upright when the leaf-slide is flat against the stock is called the “battle sight,” and is the one to use at the most practicable ranges for Home Guard requirements. It is adjusted to give

complete accuracy at four hundred yards. Up to one hundred yards it is also accurate. At ranges between one and three hundred the bullet will strike rather high, and the aim should therefore be made a little lower on the mark. Practice will teach the amount of adjustment to the aim which is needed.

The magazine is built into the stock (probably to allow the rifle to be carried comfortably at the American slope, i.e. sights uppermost and not pointing outwards). It will hold five rounds. As soon as the magazine is empty, the platform rides up and will not allow the bolt to slide forward to close the breech unless it (the platform) is first depressed with finger or thumb. This means that the bolt cannot easily be worked to and fro five times for the drill movement of Ease Springs. On the other hand, the fact that the bolt will not slide home is sufficient proof that the magazine is empty, and in active service conditions there is an obvious advantage in knowing at once that the magazine needs re-charging. The magazine can best be removed by pressing the nose of a bullet into the circular hole just in front of the trigger-guard.

The safety catch is on the right.

The metal parts of the American rifle need rather more oil than those of the S.M.L.E.

There is even less "kick" from the butt when live rounds are fired.

APPENDIX C.

THE BROWNING AUTOMATIC RIFLE OR LIGHT MACHINE-GUN

Like the Bren Gun (which it most closely resembles) and the Lewis Gun, the Browning is gas-operated, part of the gases released in the barrel by the cartridge explosion being sent back along a gas-chamber to eject the spent cartridge and help in re-cocking the gun; the effect is that as soon as one round has been fired another may follow instantaneously. The Browning fires the same .300 ammunition as the American rifle, from magazines each of which holds twenty rounds.

A supply of loaded magazines should be kept ready, and for action purposes a Browning should have a crew of at least two men, one to fire and one to load magazines and take over the gun if the firer becomes a casualty. The magazine is loaded by inserting rounds one at a time, pressing each down and slightly backwards with the thumb of the right hand. To empty, other than by firing, press each round down a little and forward and then release it: the nose of a bullet inserted behind the cartridge cap makes this easier.

The Browning gun is fired like a rifle, but will be found a little heavy to fire for long from the shoulder

in the standing or kneeling position. The "kick," even during bursts of rapid fire, is very slight indeed. It is best used in the prone position, with sandbags, having an indentation in which the muzzle can fit, making a rest for the fore-end. Or commanders may consider making bipod-stands to fit to the gun itself.

The Browning is intended chiefly to be used for "rapid fire." A small lever will be found above the trigger-guard which can be adjusted to three positions marked "F," "A" and "S." To reach "S" the lever must be passed over a small press stud and the gun is then at safety, like a rifle with the safety catch back, and cannot be fired. With the lever at "A," it will fire continuously so long as the trigger is pressed and there are rounds in the magazine. With the lever at "F," it will fire one round at a time but in quick succession, a good deal faster than "rapid fire" with an ordinary rifle. This is its primary use.

Firing Single Rounds.—Insert a loaded magazine and cock by drawing back the cocking handle (at the side, above the trigger guard) and sliding it forward again. Adjust the lever to "F." Grip the hand-guard with the left hand and hold the butt to the right shoulder, as with a rifle. Aim through the aperture backsight and get the tip of the blade of the foresight just below the lowest portion of the chosen target. The trigger has a

single pull only. Release the grip of the finger immediately after firing and, while the spent cartridge is ejected from the side of the breech, the gun automatically cocks itself again. The Browning is ideally adapted for "rapid fire," with each shot aimed at a specific mark, and as many as 30 to 40 aimed rounds a minute can be fired. This includes time spent in changing magazines.

Firing Bursts of Continuous Fire.—Insert a loaded magazine and cock the gun, as described above. Adjust the lever to "A." Aiming is similar but allow for the pull on the barrel during continuous fire, which will be high and to the right. This can be compensated by adjusting the sling round the left forearm and elbow in the standing and kneeling positions, or by using a fixed rest or bipod for the prone position. Bursts should be reserved for emergencies, and should never exceed five rounds at a time unless an exceptionally large and near target presents itself.

Stoppages.—Despite the simplicity of its outward appearance, the Browning mechanism is sufficiently complicated to need personal demonstration of the methods of stripping and reassembling for cleaning. The principal causes of stoppages, which have been found to be few and rare and easily corrected, are three. These are the remedies.

1. When the gun stops firing, cock it, remove the magazine, press the trigger, charge the magazine if

it is found to be empty. With a full or fairly full magazine, try again.

2. If the gun still fails to respond to the trigger, cock it, remove the magazine, and examine the body and chamber for an empty cartridge case or other obstruction. Replace the magazine, cock the gun, and try again.

3. The gas regulator may need re-adjustment. This regulator is a disc at the fore-end of the gas-chamber (under the barrel) pierced with circular holes and with a T-section pin at the top, known as the key. The key should be pushed up till it is clear of the notch at the top of the disc, which can then be turned until another one of the three circular indicating marks is at the top, i.e. under the key. These indicator marks are graded in three sizes. They will be found on the flat forward side of the disc. Normally the smallest should be at the top, but if this gives unsatisfactory results the others should be tried.

NOTE.—*The Browning gun also requires rather more oil than corresponding British weapons.*

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